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THE BASICS

The Core Mechanic: Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

DICE

Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d%: Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

ROUNDING FRACTIONS

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

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

MULTIPLYING

Sometimes a rule makes you multiply a number or a die roll. As long as you’re applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double ($\times 2$) and a double ($\times 2$) applied to the same number results in a triple ($\times 3$, because $2 + 1 = 3$).

When applying multipliers to real-world values (such as weight or distance), normal rules of math apply instead. A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of roughly 3) now weighs about 24 times normal, not 10 times normal. Similarly, a blinded creature attempting to negotiate difficult terrain would count each square as 4 squares (doubling the cost twice, for a total multiplier of $\times 4$), rather than as 3 squares (adding 100% twice).

ABILITY SCORES

ABILITY MODIFIERS

Each ability, after changes made because of race, has a modifier ranging from -5 to +5. Table: Ability Modifiers and Bonus Spells shows the modifier for each score. It also shows bonus spells, which you’ll need to know about if your character is a spellcaster.

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren’t die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Table: Ability Modifiers and Bonus Spells

Score	Modifier	Bonus Spells (by Spell Level)									
		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	-5										Can’t cast spells tied to this ability
2–3	-4										Can’t cast spells tied to this ability
4–5	-3										Can’t cast spells tied to this ability
6–7	-2										Can’t cast spells tied to this ability
8–9	-1										Can’t cast spells tied to this ability

10–11	0	—	—	—	—	—	—	—	—	—	—	—
12–13	+1	—	1	—	—	—	—	—	—	—	—	—
14–15	+2	—	1	1	—	—	—	—	—	—	—	—
16–17	+3	—	1	1	1	—	—	—	—	—	—	—
18–19	+4	—	1	1	1	—	—	—	—	—	—	—
20–21	+5	—	2	1	1	1	1	—	—	—	—	—
22–23	+6	—	2	2	1	1	1	1	—	—	—	—
24–25	+7	—	2	2	2	1	1	1	1	—	—	—
26–27	+8	—	2	2	2	2	1	1	1	1	—	—
28–29	+9	—	3	2	2	2	2	1	1	1	1	1
30–31	+10	—	3	3	2	2	2	2	1	1	1	1
32–33	+11	—	3	3	3	2	2	2	2	1	1	1
34–35	+12	—	3	3	3	3	2	2	2	2	2	1
36–37	+13	—	4	3	3	3	3	2	2	2	2	2
38–39	+14	—	4	4	3	3	3	3	2	2	2	2
40–41	+15	—	4	4	4	3	3	3	3	2	2	2
42–43	+16	—	4	4	4	4	3	3	3	3	3	2
44–45	+17	—	5	4	4	4	4	3	3	3	3	3

etc. . .

ABILITIES AND SPELLCASTERS

The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for sorcerers and bards. In addition to having a high ability score, a spellcaster must be of high enough class level to be able to cast spells of a given spell level. (See the class descriptions for details.)

THE ABILITIES

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

STRENGTH (STR)

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

You apply your character's Strength modifier to:

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

- Strength checks (for breaking down doors and the like).

DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for rogues, but it's also high on the list for characters who typically wear light or medium armor (rangers and barbarians) or no armor at all (monks, wizards, and sorcerers), and for anyone who wants to be a skilled archer.

You apply your character's Dexterity modifier to:

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

CONSTITUTION (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes.

You apply your character's Constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).
- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks. Concentration is a skill, important to spellcasters, that has Constitution as its key ability.

If a character's Constitution score changes enough to alter his or her Constitution modifier, the character's hit points also increase or decrease accordingly.

INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. This ability is important for wizards because it affects how many spells they can cast, how hard their spells are to resist, and how powerful their spells can be. It's also important for any character who wants to have a wide assortment of skills.

You apply your character's Intelligence modifier to:

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

A wizard gains bonus spells based on her Intelligence score. The minimum Intelligence score needed to cast a wizard spell is 10 + the spell's level.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is the most important ability for clerics and druids, and it is also important for paladins and rangers. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

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

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

CHARISMA (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers, and bards. It is also important for clerics, since it affects their ability to turn undead. Every creature has a Charisma score.

You apply your character's Charisma modifier to:

- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.

- Turning checks for clerics and paladins attempting to turn zombies, vampires, and other undead. Sorcerers and bards get bonus spells based on their Charisma scores. The minimum Charisma score needed to cast a sorcerer or bard spell is $10 + \text{the spell's level}$.

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

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DESCRIPTION

ALIGNMENT

A creature's general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, or chaotic evil.

Alignment is a tool for developing your character's identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two characters of the same alignment can still be quite different from each other. In addition, few people are completely consistent.

GOOD VS. EVIL

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

Being good or evil can be a conscious choice. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them. Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

LAW VS. CHAOS

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. On the downside, lawfulness can include close-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

"Chaos" implies freedom, adaptability, and flexibility. On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

THE NINE ALIGNMENTS

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.

Lawful Good, “Crusader”: A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

Neutral Good, “Benefactor”: A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them..

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

Chaotic Good, “Rebel”: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he’s kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

Lawful Neutral, “Judge”: A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

Neutral, “Undecided”: A neutral character does what seems to be a good idea. She doesn’t feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, she would rather have good neighbors and rulers than evil ones. Still, she’s not personally committed to upholding good in any abstract or universal way. Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

Chaotic Neutral, “Free Spirit”: A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn’t strive to protect others’ freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do-gooder’s zeal.

Lawful Evil, “Dominator”: A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises.

This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil.

Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

Neutral Evil, “Malefactor”: A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no

illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn't have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

Chaotic Evil, "Destroyer": A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil is sometimes called "demonic" because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

VITAL STATISTICS

AGE

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and class (see Table: Random Starting Ages). Your character's minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character's race and class on Table: Random Starting Ages.

Alternatively, refer to Table: Random Starting Ages and roll dice to determine how old your character is.

Table: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Human	15 years	+1d4	+1d6	+2d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	110 years	+4d6	+6d6	+10d6
Gnome	40 years	+4d6	+6d6	+9d6
Half-elf	20 years	+1d6	+2d6	+3d6
Half-orc	14 years	+1d4	+1d6	+2d6
Halfling	20 years	+2d4	+3d6	+4d6

With age, a character's physical ability scores decrease and his or her mental ability scores increase (see Table: Aging Effects). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll his or her maximum age, which is the number from the Venerable column on Table: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Table: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Human	35 years	53 years	70 years	+2d20 years
Dwarf	125 years	188 years	250 years	+2d% years
Elf	175 years	263 years	350 years	+4d% years
Gnome	100 years	150 years	200 years	+3d% years
Half-elf	62 years	93 years	125 years	+3d20 years
Half-orc	30 years	45 years	60 years	+2d10 years

Halfling	50 years	75 years	100 years	+5d20 years
1	At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.			
2	At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.			
3	At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.			

HEIGHT AND WEIGHT

The dice roll given in the Height Modifier column determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight beyond the base weight.

Table: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	4' 10"	+2d10	120 lb.	× (2d4) lb.
Human, female	4' 5"	+2d10	85 lb.	× (2d4) lb.
Dwarf, male	3' 9"	+2d4	130 lb.	× (2d6) lb.
Dwarf, female	3' 7"	+2d4	100 lb.	× (2d6) lb.
Elf, male	4' 5"	+2d6	85 lb.	× (1d6) lb.
Elf, female	4' 5"	+2d6	80 lb.	× (1d6) lb.
Gnome, male	3' 0"	+2d4	40 lb.	× 1 lb.
Gnome, female	2' 10"	+2d4	35 lb.	× 1 lb.
Half-elf, male	4' 7"	+2d8	100 lb.	× (2d4) lb.
Half-elf, female	4' 5"	+2d8	80 lb.	× (2d4) lb.
Half-orc, male	4' 10"	+2d12	150 lb.	× (2d6) lb.
Half-orc, female	4' 5"	+2d12	110 lb.	× (2d6) lb.
Halfling, male	2' 8"	+2d4	30 lb.	× 1 lb.
Halfling, female	2' 6"	+2d4	25 lb.	× 1 lb.

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RACES

FAVORED CLASS

A character's favored class doesn't count against him or her when determining experience point penalties for multiclassing.

RACE AND LANGUAGES

All characters know how to speak Common. A dwarf, elf, gnome, half-elf, half-orc, or halfling also speaks a racial language, as appropriate. A character who has an Intelligence bonus at 1st level speaks other languages as well, one extra language per point of Intelligence bonus as a starting character.

Literacy: Any character except a barbarian can read and write all the languages he or she speaks.

Class-Related Languages: Clerics, druids, and wizards can choose certain languages as bonus languages even if they're not on the lists found in the race descriptions. These class-related languages are as follows:

Cleric: Abyssal, Celestial, Infernal.

Druid: Sylvan.

Wizard: Draconic.

SMALL CHARACTERS

A Small character gets a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. A Small character's carrying capacity is three-quarters of that of a Medium character.

A Small character generally moves about two-thirds as fast as a Medium character.

A Small character must use smaller weapons than a Medium character.

HUMANS

- Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.
- Human base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). See the Speak Language skill.
- Favored Class: Any. When determining whether a multiclass human takes an experience point penalty, his or her highest-level class does not count.

DWARVES

- +2 Constitution, -2 Charisma.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgrosches as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to

Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.

- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing

ELVES

- +2 Dexterity, -2 Constitution.
- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Wizard. A multiclass elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.

Gnomes

- +2 Constitution, -2 Strength.
- Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- Low-Light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.
- Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc. In addition, a gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See the *speak with animals* spell description.
- Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- Favored Class: Bard. A multiclass gnome's bard class does not count when determining whether he takes an experience point penalty.

HALF-ELVES

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- Low-Light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of

poor illumination. She retains the ability to distinguish color and detail under these conditions.

- +1 racial bonus on Listen, Search, and Spot checks.
- +2 racial bonus on Diplomacy and Gather Information checks.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Automatic Languages: Common and Elven. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Any. When determining whether a multiclass half-elf takes an experience point penalty, her highest-level class does not count.

HALF-ORCS

- +2 Strength, -2 Intelligence, -2 Charisma.

A half-orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.

- Medium: As Medium creatures, half-orcs have no special bonuses or penalties due to their size.
- Half-orc base land speed is 30 feet.
- Darkvision: Half-orcs (and orcs) can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
- Orc Blood: For all effects related to race, a half-orc is considered an orc.
- Automatic Languages: Common and Orc. Bonus Languages: Draconic, Giant, Gnoll, Goblin, and Abyssal.
- Favored Class: Barbarian. A multiclass half-orc's barbarian class does not count when determining whether he takes an experience point penalty.

HALFLINGS

- +2 Dexterity, -2 Strength.

• Small: As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.

- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on Listen checks.
- Automatic Languages: Common and Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, and Orc.
- Favored Class: Rogue. A multiclass halfling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

CLASSES I

BARBARIAN

Alignment: Any nonlawful.

Hit Die: d12.

Class Skills

The barbarian's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $4 + \text{Int modifier}$.

Table: The Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast movement, illiteracy, rage 1/day
2nd	+2	+3	+0	+0	Uncanny dodge
3rd	+3	+3	+1	+1	Trap sense +1
4th	+4	+4	+1	+1	Rage 2/day
5th	+5	+4	+1	+1	Improved uncanny dodge
6th	+6/+1	+5	+2	+2	Trap sense +2
7th	+7/+2	+5	+2	+2	Damage reduction 1/—
8th	+8/+3	+6	+2	+2	Rage 3/day
9th	+9/+4	+6	+3	+3	Trap sense +3
10th	+10/+5	+7	+3	+3	Damage reduction 2/—
11th	+11/+6/+1	+7	+3	+3	Greater rage
12th	+12/+7/+2	+8	+4	+4	Rage 4/day, trap sense +4
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—
14th	+14/+9/+4	+9	+4	+4	Indomitable will
15th	+15/+10/+5	+9	+5	+5	Trap sense +5
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/—, rage 5/day
17th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	Trap sense +6
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—
20th	+20/+15/+10/+5	+12	+6	+6	Mighty rage, rage 6/day

Class Features

All of the following are class features of the barbarian.

Weapon and Armor Proficiency: A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Fast Movement (Ex): A barbarian's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak.

A barbarian who gains a level in any other class automatically gains literacy. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as

a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to $3 + \text{the character's (newly improved) Constitution modifier}$. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below).

A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level).

Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action. **Uncanny Dodge (Ex):** At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a $+1$ bonus on Reflex saves made to avoid traps and a $+1$ dodge bonus to AC against attacks made by traps. These bonuses rise by $+1$ every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Damage Reduction (Ex): At 7th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex): At 11th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to $+6$, and his morale bonus on Will saves increases to $+3$. The penalty to AC remains at -2 .

Indomitable Will (Ex): While in a rage, a barbarian of 14th level or higher gains a $+4$ bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his rage.

Tireless Rage (Ex): At 17th level and higher, a barbarian no longer becomes fatigued at the end of his rage.

Mighty Rage (Ex): At 20th level, a barbarian's bonuses to Strength and Constitution during his rage each increase to $+8$, and his morale bonus on Will saves increases to $+4$. The penalty to AC remains at -2 .

Ex-Barbarians

A barbarian who becomes lawful loses the ability to rage and cannot gain more levels as a barbarian. He retains all the other benefits of the class (damage reduction, fast movement, trap sense, and uncanny dodge).

BARD

Alignment: Any nonlawful.

Hit Die: d6.

Class Skills

The bard's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

Table: The Bard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage +1	2	—	—	—	—	—	—
2nd	+1	+0	+3	+3		3	0	—	—	—	—	—

3rd	+2	+1	+3	+3	Inspire competence	3	1	—	—	—	—	—
4th	+3	+1	+4	+4		3	2	0	—	—	—	—
5th	+3	+1	+4	+4		3	3	1	—	—	—	—
6th	+4	+2	+5	+5	Suggestion	3	3	2	—	—	—	—
7th	+5	+2	+5	+5		3	3	2	0	—	—	—
8th	+6/+1	+2	+6	+6	Inspire courage +2	3	3	3	1	—	—	—
9th	+6/+1	+3	+6	+6	Inspire greatness	3	3	3	2	—	—	—
10th	+7/+2	+3	+7	+7		3	3	3	2	0	—	—
11th	+8/+3	+3	+7	+7		3	3	3	3	1	—	—
12th	+9/+4	+4	+8	+8	Song of freedom	3	3	3	3	2	—	—
13th	+9/+4	+4	+8	+8		3	3	3	3	2	0	—
14th	+10/+5	+4	+9	+9	Inspire courage +3	4	3	3	3	3	1	—
15th	+11/+6/+1	+5	+9	+9	Inspire heroics	4	4	3	3	3	2	—
16th	+12/+7/+2	+5	+10	+10		4	4	4	3	3	2	0
17th	+12/+7/+2	+5	+10	+10		4	4	4	4	3	3	1
18th	+13/+8/+3	+6	+11	+11	Mass suggestion	4	4	4	4	4	3	2
19th	+14/+9/+4	+6	+11	+11		4	4	4	4	4	4	3
20th	+15/+10/+5	+6	+12	+12	Inspire courage +4	4	4	4	4	4	4	4

Table: Bard Spells Known

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

¹ Provided the bard has a high enough Charisma score to have a bonus spell of this level.

Class Features

All of the following are class features of the bard.

Weapon and Armor Proficiency: A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (singing, reciting, or music). To learn or cast a spell, a bard must have a Charisma score equal to at least $10 + \text{the spell level} + \text{the bard's Charisma modifier}$.

Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Bard. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Bard Spells Known indicates that the bard gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table: Bard Spells Known are fixed.) Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC	Type of Knowledge
10	Common, known by at least a substantial minority drinking; common legends of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

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10	Common, known by at least a substantial minority drinking; common legends of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target,

automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (*Su*): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (*Su*): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Suggestion (*Sp*): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect.

Making a *suggestion* doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (*Su*): A bard of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

Song of Freedom (*Sp*): A bard of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use *song of freedom* on himself.

Inspire Heroics (*Su*): A bard of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

Mass Suggestion (*Sp*): This ability functions like *suggestion*, above, except that a bard of 18th level or higher with 21 or more ranks in a Perform skill can make the *suggestion* simultaneously to any number of creatures that he has already fascinated (see above). *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.

Ex-Bards

A bard who becomes lawful in alignment cannot progress in levels as a bard, though he retains all his bard abilities.

CLERIC

Alignment: A cleric's alignment must be within one step of his deity's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both). A cleric may not be neutral unless his deity's alignment is also neutral.

Hit Die: d8.

Class Skills

The cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Domains and Class Skills: A cleric who chooses the Animal or Plant domain adds Knowledge (nature) (Int) to the cleric class skills listed above. A cleric who chooses the Knowledge domain adds all Knowledge (Int) skills to the list. A cleric who chooses the Travel domain adds Survival (Wis) to the list. A cleric who chooses the Trickery domain adds Bluff (Cha), Disguise (Cha), and Hide (Dex) to the list. See Deity, Domains, and Domain Spells, below, for more information.

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Table: The Cleric

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

¹ In addition to the stated number of spells per day for 1st- through 9th-level spells, a cleric gets a domain spell for each spell level, starting at 1st.

The “+1” in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the cleric may receive for having a high Wisdom score.

Class Features

All of the following are class features of the cleric.

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

A cleric who chooses the War domain receives the Weapon Focus feat related to his deity’s weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

Aura (Ex): A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity’s alignment (see the *detect evil* spell for details). Clerics who don’t worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

Spells: A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least $10 + \text{the spell level}$. The Difficulty Class for a saving throw against a cleric’s spell is $10 + \text{the spell level} + \text{the cleric’s Wisdom modifier}$.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells, below).

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Deity, Domains, and Domain Spells: A cleric’s deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment

					Resist nature's lure	5	3	2	—	—	—	—	—	—
4th	+3	+4	+1	+4	Wild shape (1/day)	5	3	2	1	—	—	—	—	—
5th	+3	+4	+1	+4	Wild shape (2/day)	5	3	3	2	—	—	—	—	—
6th	+4	+5	+2	+5	Wild shape (3/day)	6	4	3	2	1	—	—	—	—
7th	+5	+5	+2	+5	Wild shape (Large)	6	4	3	3	2	—	—	—	—
8th	+6/+1	+6	+2	+6	Venom immunity	6	4	4	3	2	1	—	—	—
9th	+6/+1	+6	+3	+6	Wild shape (4/day)	6	5	4	4	3	2	1	—	—
10th	+7/+2	+7	+3	+7	Wild shape (Tiny)	6	4	4	3	3	2	—	—	—
11th	+8/+3	+7	+3	+7	Wild shape (plant)	6	5	4	4	3	2	1	—	—
12th	+9/+4	+8	+4	+8	A thousand faces	6	5	5	4	4	3	2	1	—
13th	+9/+4	+8	+4	+8	Wild shape (5/day)	6	5	5	4	4	3	2	1	—
14th	+10/+5	+9	+4	+9	Timeless body, wild shape (Huge)	6	5	5	4	4	3	3	2	—
15th	+11/+6/+1	+9	+5	+9	Wild shape (elemental 1/day)	6	5	5	5	4	4	3	2	1
16th	+12/+7/+2	+10	+5	+10	Wild shape (6/day, elemental 2/day)	6	5	5	5	4	4	3	3	2
17th	+12/+7/+2	+10	+5	+10	Wild shape (elemental 3/day, Huge elemental)	6	5	5	5	5	4	4	3	2
18th	+13/+8/+3	+11	+6	+11	Wild shape (elemental 3/day, Huge elemental)	6	5	5	5	5	4	4	3	2
19th	+14/+9/+4	+11	+6	+11	Wild shape (elemental 3/day, Huge elemental)	6	5	5	5	5	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Wild shape (elemental 3/day, Huge elemental)	6	5	5	5	5	4	4	4	4

Class Features

All of the following are class features of the druid.

Weapon and Armor Proficiency: Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. See the *ironwood* spell description) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A druid must choose and prepare her spells in advance (see below).

To prepare or cast a spell, the druid must have a Wisdom score equal to at least $10 + \text{the spell level}$. The Difficulty Class for a saving throw against a druid's spell is $10 + \text{the spell level} + \text{the druid's Wisdom modifier}$.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a *cure* spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Spontaneous Casting: A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower. **Chaotic, Evil,**

Good, and Lawful Spells: A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Bonus Languages: A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid.

Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids.

Druidic has its own alphabet.

Animal Companion (Ex): A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A druid of 4th level or higher may select from alternative lists of animals (see below). Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.)

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability more times per day at 6th, 7th, 10th, 14th, and 18th level, as noted on Table: The Druid. In addition, she gains the ability to take the shape of a Large animal at 8th level, a Tiny animal at 11th level, and a Huge animal at 15th level.

The new form's Hit Dice can't exceed the character's druid level.

At 12th level, a druid becomes able to use wild shape to change into a plant creature with the same size restrictions as for animal forms. (A druid can't use this ability to take the form of a plant that isn't a creature.)

At 16th level, a druid becomes able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water) once per day. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects of wild shape, the druid gains all the elemental's extraordinary, supernatural, and spell-like abilities. She also gains the elemental's feats for as long as she maintains the wild shape, but she retains her own creature type.

At 18th level, a druid becomes able to assume elemental form twice per day, and at 20th level she can do so three times per day. At 20th level, a druid may use this wild shape ability to change into a Huge elemental.

Venom Immunity (Ex): At 9th level, a druid gains immunity to all poisons.

A Thousand Faces (Su): At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

Timeless Body (Ex): After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the druid still dies of old age when her time is up.

Ex-Druids

A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities (including her animal companion, but not including weapon, armor, and shield proficiencies). She cannot thereafter gain levels as a druid until she atones (see the *atonement* spell description).

THE DRUID'S ANIMAL COMPANION

A druid's animal companion is different from a normal animal of its kind in many ways. A druid's animal companion is superior to a normal animal of its kind and has special powers, as described below.

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Special
1st–2nd	+0	+0	+0	1	Link, share spells
3rd–5th	+2	+2	+1	2	Evasion
6th–8th	+4	+4	+2	3	Devotion
9th–11th	+6	+6	+3	4	Multiattack
12th–14th	+8	+8	+4	5	
15th–17th	+10	+10	+5	6	Improved evasion
18th–20th	+12	+12	+6	7	

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

Class Level: The character's druid level. The druid's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's abilities and the alternative lists available to the character.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a druid of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

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

Str/Dex Adj.: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed.

Link (Ex): A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not

already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

ALTERNATIVE ANIMAL COMPANIONS

A druid of sufficiently high level can select her animal companion from one of the following lists, applying the indicated adjustment to the druid's level (in parentheses) for purposes of determining the companion's characteristics and special abilities.

4th Level or Higher (Level -3)

Ape (animal)
Bear, black (animal)
Bison (animal)
Boar (animal)
Cheetah (animal)
Crocodile (animal)¹
Dire badger
Dire bat
Dire weasel
Leopard (animal)
Lizard, monitor (animal)
Shark, Large¹ (animal)
Snake, constrictor (animal)
Snake, Large viper (animal)
Wolverine (animal)

7th Level or Higher (Level -6)

Bear, brown (animal)
Dire wolverine
Crocodile, giant (animal)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire wolf
Elasmosaurus¹ (dinosaur)
Lion (animal)
Rhinoceros (animal)
Snake, Huge viper (animal)
Tiger (animal)

10th Level or Higher (Level -9)

Bear, polar (animal)
Dire lion
Megaraptor (dinosaur)
Shark, Huge¹ (animal)
Snake, giant constrictor (animal)
Whale, orca¹ (animal)

13th Level or Higher (Level -12)

Dire bear
Elephant (animal)
Octopus, giant¹ (animal)

16th Level or Higher (Level -15)

Dire shark¹
Dire tiger
Squid, giant¹ (animal)
Triceratops (dinosaur)

Tyrannosaurus (dinosaur)

¹ Available only in an aquatic environment.

FIGHTER

Alignment: Any.

Hit Die: d10.

Class Skills

The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Table: The Fighter

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

Class Features

All of the following are class features of the fighter.

Weapon and Armor Proficiency: A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Bonus Feats: At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of fighter bonus feats when choosing these feats.

MONK

Alignment: Any lawful.

Hit Die: d8.

Class Skills

The monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

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

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

Table: The Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage ¹	AC Bonus	Unarmored Speed Bonus
1st	+0	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike	-2/-2	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Bonus feat, evasion	-1/-1	1d6	+0	+0 ft.
3rd	+2	+3	+3	+3	Still mind	+0/+0	1d6	+0	+10 ft.
4th	+3	+4	+4	+4	Ki strike (magic), slow fall 20 ft.	+1/+1	1d8	+0	+10 ft.
5th	+3	+4	+4	+4	Purity of body	+2/+2	1d8	+1	+10 ft.
6th	+4	+5	+5	+5	Bonus feat, slow fall 30 ft.	+3/+3	1d8	+1	+20 ft.
7th	+5	+5	+5	+5	Wholeness of body	+4/+4	1d8	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Slow fall 40 ft.	+5/+5/+0	1d10	+1	+20 ft.
9th	+6/+1	+6	+6	+6	Improved evasion	+6/+6/+1	1d10	+1	+30 ft.
10th	+7/+2	+7	+7	+7	Ki strike (lawful), slow fall 50 ft.	+7/+7/+2	1d10	+2	+30 ft.
11th	+8/+3	+7	+7	+7	Diamond body, greater flurry	+8/+8/+8/+3	1d10	+2	+30 ft.
12th	+9/+4	+8	+8	+8	Abundant step, slow fall 60 ft.	+9/+9/+9/+4	2d6	+2	+40 ft.
13th	+9/+4	+8	+8	+8	Diamond soul	+9/+9/+9/+4	2d6	+2	+40 ft.
14th	+10/+5	+9	+9	+9	Slow fall 70 ft.	+10/+10/+10/+5	2d6	+2	+40 ft.
15th	+11/+6/+1	+9	+9	+9	Quivering palm	+11/+11/+11/+6/+1	2d6	+3	+50 ft.
16th	+12/+7/+2	+10	+10	+10	Ki strike (adamantine), slow fall 80 ft.	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
17th	+12/+7/+2	+10	+10	+10	Timeless body, tongue of the sun and moon	+12/+12/+12/+7/+2	2d8	+3	+50 ft.
18th	+13/+8/+3	+11	+11	+11	Slow fall 90 ft.	+13/+13/+13/+8/+3	2d8	+3	+60 ft.
19th	+14/+9/+4	+11	+11	+11	Empty body	+14/+14/+14/+9/+4	2d8	+3	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Perfect self, slow fall any distance	+15/+15/+15/+10/+5	2d10	+4	+60 ft.

¹ The value shown is for Medium monks. See Table: Small or Large Monk Unarmed Damage for Small or Large monks.

Class Features

All of the following are class features of the monk.

Weapon and Armor Proficiency: Monks are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling.

Monks are not proficient with any armor or shields

When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her fast movement and flurry of blows abilities.

AC Bonus (Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In addition, a monk gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): When unarmored, a monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each

other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table: The Monk. This penalty applies for 1 round, so it also affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to -1, and at 9th level it disappears. A monk must use a full attack action to strike with a flurry of blows.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus x 1-1/2 or x 1/2) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

In the case of the quarterstaff, each end counts as a separate weapon for the purpose of using the flurry of blows ability. Even though the quarterstaff requires two hands to use, a monk may still intersperse unarmed strikes with quarterstaff strikes, assuming that she has enough attacks in her flurry of blows routine to do so.

When a monk reaches 11th level, her flurry of blows ability improves. In addition to the standard single extra attack she gets from flurry of blows, she gets a second extra attack at her full base attack bonus.

Unarmed Strike: At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A monk's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A monk also deals more damage with her unarmed strikes than a normal person would, as shown on Table: The Monk. The unarmed damage on Table: The Monk is for Medium monks. A Small monk deals less damage than the amount given there with her unarmed attacks, while a Large monk deals more damage; see Table: Small or Large Monk Unarmed Damage.

Table: Small or Large Monk Unarmed Damage

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

Bonus Feat: At 1st level, a monk may select either Improved Grapple or Stunning Fist as a bonus feat. At 2nd level, she may select either Combat Reflexes or Deflect Arrows as a bonus feat. At 6th level, she may select either Improved Disarm or Improved Trip as a bonus feat. A monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): At 2nd level or higher if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a monk gains an enhancement bonus to her speed, as shown on Table: The Monk. A monk in armor or carrying a medium or heavy load loses this extra speed.

Still Mind (Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): At 4th level, a monk's unarmed attacks are empowered with *ki*. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's monk level. At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. At 16th level, her unarmed attacks are treated as adamantine weapons for the purpose of dealing damage to creatures with damage reduction and bypassing hardness.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow her fall (that is, to reduce the effective distance of the fall when next to a wall) improves with her monk level until at 20th level she can use a nearby wall to slow her descent and fall any distance without harm.

Purity of Body (Ex): At 5th level, a monk gains immunity to all diseases except for supernatural and magical diseases.

Wholeness of Body (Su): At 7th level or higher, a monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses.

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

Diamond Body (Su): At 11th level, a monk gains immunity to poisons of all kinds.

Abundant Step (Su): At 12th level or higher, a monk can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is one-half her monk level (rounded down).

Diamond Soul (Ex): At 13th level, a monk gains spell resistance equal to her current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check ($1d20 + \text{caster level}$) that equals or exceeds the monk's spell resistance.

Quivering Palm (Su): Starting at 15th level, a monk can set up vibrations within the body of another creature that can thereafter be fatal if the monk so desires. She can use this quivering palm attack once a week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. Otherwise, if the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to her monk level. To make such an attempt, the monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw ($DC 10 + 1/2 \text{ the monk's level} + \text{the monk's Wis modifier}$), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time.

Timeless Body (Ex): Upon attaining 17th level, a monk no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Bonuses still accrue, and the monk still dies of old age when her time is up.

Tongue of the Sun and Moon (Ex): A monk of 17th level or higher can speak with any living creature.

Empty Body (Su): At 19th level, a monk gains the ability to assume an ethereal state for 1 round per monk level per day, as though using the spell *ethereality*. She may go ethereal on a number of different occasions during any single day, as long as the total number of rounds spent in an ethereal state does not exceed her monk level.

Perfect Self: At 20th level, a monk becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/magic, which allows her to ignore the first 10 points of damage from any attack made by a nonmagical weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the monk can still be brought back from the dead as if she were a member of her previous creature type.

Ex-Monks

A monk who becomes nonlawful cannot gain new levels as a monk but retains all monk abilities.

Like a member of any other class, a monk may be a multiclass character, but multiclass monks face a special restriction. A monk who gains a new class or (if already multiclass) raises another class by a level may never again raise her monk level, though she retains all her monk abilities.

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CLASSES II

PALADIN

Alignment: Lawful good.

Hit Die: d10.

Class Skills

The paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

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

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

Table: The Paladin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	— Spells per Day —			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of good, <i>detect evil</i> , smite evil 1/day	—	—	—	—
2nd	+2	+3	+0	+0	Divine grace, lay on hands	—	—	—	—
3rd	+3	+3	+1	+1	Aura of courage, divine health	—	—	—	—
4th	+4	+4	+1	+1	Turn undead	0	—	—	—
5th	+5	+4	+1	+1	Smite evil 2/day, special mount	0	—	—	—
6th	+6/+1	+5	+2	+2	<i>Remove disease</i> 1/week	1	—	—	—
7th	+7/+2	+5	+2	+2		1	—	—	—
8th	+8/+3	+6	+2	+2		1	0	—	—
9th	+9/+4	+6	+3	+3	<i>Remove disease</i> 2/week	1	0	—	—
10th	+10/+5	+7	+3	+3	Smite evil 3/day	1	1	—	—
11th	+11/+6/+1	+7	+3	+3		1	1	0	—
12th	+12/+7/+2	+8	+4	+4	<i>Remove disease</i> 3/week	1	1	1	—
13th	+13/+8/+3	+8	+4	+4		1	1	1	—
14th	+14/+9/+4	+9	+4	+4		2	1	1	0
15th	+15/+10/+5	+9	+5	+5	<i>Remove disease</i> 4/week, smite evil 4/day	2	1	1	1
16th	+16/+11/+6/+1	+10	+5	+5		2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18th	+18/+13/+8/+3	+11	+6	+6	<i>Remove disease</i> 5/week	3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Smite evil 5/day	3	3	3	3

Class Features

All of the following are class features of the paladin.

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

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

Detect Evil (Sp): At will, a paladin can use *detect evil*, as the spell.

Smite Evil (Su): Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: The Paladin, to a maximum of five times per day at 20th level.

Divine Grace (Su): At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Lay on Hands (Su): Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level x her

Charisma bonus. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

Aura of Courage (Su): Beginning at 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Divine Health (Ex): At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases.

Turn Undead (Su): When a paladin reaches 4th level, she gains the supernatural ability to turn undead. She may use this ability a number of times per day equal to $3 + \text{her Charisma modifier}$. She turns undead as a cleric of three levels lower would.

Spells: Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells, which are drawn from the paladin spell list. A paladin must choose and prepare her spells in advance.

To prepare or cast a spell, a paladin must have a Wisdom score equal to at least $10 + \text{the spell level}$. The Difficulty Class for a saving throw against a paladin's spell is $10 + \text{the spell level} + \text{the paladin's Wisdom modifier}$.

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Paladin. In addition, she receives bonus spells per day if she has a high Wisdom score. When Table: The Paladin indicates that the paladin gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The paladin does not have access to any domain spells or granted powers, as a cleric does.

A paladin prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A paladin may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is one-half her paladin level.

Special Mount (Sp): Upon reaching 5th level, a paladin gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil (see below). This mount is usually a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin).

Once per day, as a full-round action, a paladin may magically call her mount from the celestial realms in which it resides. This ability is the equivalent of a spell of a level equal to one-third the paladin's level. The mount immediately appears adjacent to the paladin and remains for 2 hours per paladin level; it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned, though the paladin may release a particular mount from service.

Each time the mount is called, it appears in full health, regardless of any damage it may have taken previously. The mount also appears wearing or carrying any gear it had when it was last dismissed. Calling a mount is a conjuration (calling) effect. Should the paladin's mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not summon another mount for thirty days or until she gains a paladin level, whichever comes first, even if the mount is somehow returned from the dead. During this thirty-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

Remove Disease (Sp): At 6th level, a paladin can produce a *remove disease* effect, as the spell, once per week. She can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

Code of Conduct: A paladin must be of lawful good alignment and loses all class abilities if she ever willingly commits an evil act.

Additionally, a paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with characters of any good or neutral alignment, a paladin will never knowingly associate with evil characters, nor will she continue an association with someone who consistently offends her moral code. A paladin may accept only henchmen, followers, or cohorts who are lawful good.

Ex-Paladins

A paladin who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all paladin spells and abilities (including the service of the paladin's mount, but not weapon, armor, and shield proficiencies). She may not progress any farther in levels as a paladin. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description), as appropriate.

Like a member of any other class, a paladin may be a multiclass character, but multiclass paladins face a special restriction. A paladin who gains a level in any class other than paladin may never again raise her paladin level, though she retains all her paladin abilities.

THE PALADIN'S MOUNT

The paladin's mount is superior to a normal mount of its kind and has special powers, as described below. The standard mount for a Medium paladin is a heavy warhorse, and the standard mount for a Small paladin is a warpony. Another kind of mount, such as a riding dog (for a halfling paladin) or a Large shark (for a paladin in an aquatic campaign) may be allowed as well.

A paladin's mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

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

Paladin's Mount Basics: Use the base statistics for a creature of the mount's kind, but make changes to take into account the attributes and characteristics summarized on the table and described below.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's base attack bonus is equal to that of a cleric of a level equal to the mount's HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number on the table is an improvement to the mount's existing natural armor bonus.

Str Adj.: Add this figure to the mount's Strength score.

Int: The mount's Intelligence score.

Empathic Link (Su): The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically.

Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible. Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Spells: At the paladin's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount.

The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Improved Speed (Ex): The mount's speed increases by 10 feet.

Command (Sp): Once per day per two paladin levels of its master, a mount can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it's being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount's daily uses. Each target may attempt a Will save (DC 10 + 1/2 paladin's level + paladin's Cha modifier) to negate the effect.

Spell Resistance (Ex): A mount's spell resistance equals its master's paladin level + 5. To affect the mount with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the mount's spell resistance.

RANGER

Alignment: Any.

Hit Die: d8.

Class Skills

The ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

Table: The Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day—			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	1st favored enemy, Track, wild empathy	—	—	—	—
2nd	+2	+3	+3	+0	Combat style	—	—	—	—
3rd	+3	+3	+3	+1	Endurance	—	—	—	—
4th	+4	+4	+4	+1	Animal companion	0	—	—	—
5th	+5	+4	+4	+1	2nd favored enemy	0	—	—	—
6th	+6/+1	+5	+5	+2	Improved combat style	1	—	—	—
7th	+7/+2	+5	+5	+2	Woodland stride	1	—	—	—
8th	+8/+3	+6	+6	+2	Swift tracker	1	0	—	—
9th	+9/+4	+6	+6	+3	Evasion	1	0	—	—
10th	+10/+5	+7	+7	+3	3rd favored enemy	1	1	—	—
11th	+11/+6/+1	+7	+7	+3	Combat style mastery	1	1	0	—
12th	+12/+7/+2	+8	+8	+4		1	1	1	—
13th	+13/+8/+3	+8	+8	+4	Camouflage	1	1	1	—
14th	+14/+9/+4	+9	+9	+4		2	1	1	0
15th	+15/+10/+5	+9	+9	+5	4th favored enemy	2	1	1	1
16th	+16/+11/+6/+1	+10	+10	+5		2	2	1	1
17th	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight	2	2	2	1
18th	+18/+13/+8/+3	+11	+11	+6		3	2	2	1
19th	+19/+14/+9/+4	+11	+11	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy	3	3	3	3

Class Features

All of the following are class features of the ranger.

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Table: Ranger Favored Enemies

Type (Subtype)	Type (Subtype)
Aberration	Humanoid (reptilian)
Animal	Magical beast
Construct	Monstrous humanoid
Dragon	Ooze
Elemental	Outsider (air)
Fey	Outsider (chaotic)

Giant	Outsider (earth)
Humanoid (aquatic)	Outsider (evil)
Humanoid (dwarf)	Outsider (fire)
Humanoid (elf)	Outsider (good)
Humanoid (goblinoid)	Outsider (lawful)
Humanoid (gnoll)	Outsider (native)
Humanoid (gnome)	Outsider (water)
Humanoid (halfling)	Plant
Humanoid (human)	Undead
Humanoid (orc)	Vermin

Track: A ranger gains Track as a bonus feat.

Wild Empathy (Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Combat Style (Ex): At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

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

Endurance: A ranger gains Endurance as a bonus feat at 3rd level.

Animal Companion (Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Spells: Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below).

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least $10 + \text{the spell level}$. The Difficulty Class for a saving throw against a ranger's spell is $10 + \text{the spell level} + \text{the ranger's Wisdom modifier}$.

Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does.

A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a *cure* spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Improved Combat Style (Ex): At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

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

Woodland Stride (Ex): Starting at 7th level, a ranger may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): Beginning at 8th level, a ranger can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Evasion (Ex): At 9th level, a ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the ranger is wearing light armor or no armor. A helpless ranger does not gain the benefit of evasion.

Combat Style Mastery (Ex): At 11th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves again. If he selected archery at 2nd level, he is treated as having the Improved Precise Shot feat, even if he does not have the normal prerequisites for that feat.

If the ranger selected two-weapon combat at 2nd level, he is treated as having the Greater Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

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

Camouflage (Ex): A ranger of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

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

ROGUE

Alignment: Any.

Hit Die: d6.

Class Skills

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at 1st Level: $(8 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $8 + \text{Int modifier}$.

Table: The Rogue

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, trapfinding
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Sneak attack +2d6, trap sense +1
4th	+3	+1	+4	+1	Uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Trap sense +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, trap sense +3
10th	+7/+2	+3	+7	+3	Special ability
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Trap sense +4
13th	+9/+4	+4	+8	+4	Sneak attack +7d6, special ability
14th	+10/+5	+4	+9	+4	—
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6, trap sense +5

16th	+12/+7/+2	+5	+10	+5	Special ability
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Trap sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6, special ability
20th	+15/+10/+5	+6	+12	+6	—

Class Features

All of the following are class features of the rogue.

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

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

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked.

This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Special Abilities: On attaining 10th level, and at every three levels thereafter (13th, 16th, and 19th), a rogue gains a special ability of her choice from among the following options.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Defensive Roll (Ex): The rogue can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a

spell or special ability), the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Improved Evasion (Ex): This ability works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks henceforth she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to $3 + \text{her Intelligence modifier}$. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. A rogue may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Slippery Mind (Ex): This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Feat: A rogue may gain a bonus feat in place of a special ability.

Feat. A Rogue may gain a bonus Feat in place of a special ability.

SORCERER

Alignment: Any.

Hit Die: d4.

Class Skills

The sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

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

Table: The Sorcerer

20th	+10/+5	+6	+6	+12	6	6	6	6	6	6	6	6	6
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Table: Sorcerer Spells Known

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

Class Features

All of the following are class features of the sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.

Spells: A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score.

A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

Familiar: A sorcerer can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power.

If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar

cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

WIZARD

Alignment: Any.

Hit Die: d4.

Class Skills

The wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills for skill descriptions.

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

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

Table: The Wizard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon familiar, Scribe Scroll	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Bonus feat	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Bonus feat	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Bonus feat	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Bonus feat	4	4	4	4	4	4	4	4	4	4

Class Features

All of the following are class features of the wizard.

Weapon and Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Spells: A wizard casts arcane spells which are drawn from the sorcerer/ wizard spell list. A wizard must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Wizard. In addition, she receives bonus spells per day if she has a high Intelligence score.

Unlike a bard or sorcerer, a wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to

prepare.

Bonus Languages: A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.

Familiar: A wizard can obtain a familiar in exactly the same manner as a sorcerer can. See the sorcerer description and the information on Familiars below for details.

Scribe Scroll: At 1st level, a wizard gains Scribe Scroll as a bonus feat.

Bonus Feats: At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.

Spellbooks: A wizard must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for *read magic*, which all wizards can prepare from memory.

A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see School Specialization, below) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to her own.

SCHOOL SPECIALIZATION

A school is one of eight groupings of spells, each defined by a common theme. If desired, a wizard may specialize in one school of magic (see below). Specialization allows a wizard to cast extra spells from her chosen school, but she then never learns to cast spells from some other schools.

A specialist wizard can prepare one additional spell of her specialty school per spell level each day. She also gains a +2 bonus on Spellcraft checks to learn the spells of her chosen school.

The wizard must choose whether to specialize and, if she does so, choose her specialty at 1st level. At this time, she must also give up two other schools of magic (unless she chooses to specialize in divination; see below), which become her prohibited schools.

A wizard can never give up divination to fulfill this requirement.

Spells of the prohibited school or schools are not available to the wizard, and she can't even cast such spells from scrolls or fire them from wands. She may not change either her specialization or her prohibited schools later.

The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

Spells that do not fall into any of these schools are called universal spells.

Abjuration: Spells that protect, block, or banish. An abjuration specialist is called an abjurer.

Conjuration: Spells that bring creatures or materials to the caster. A conjuration specialist is called a conjurer.

Divination: Spells that reveal information. A divination specialist is called a diviner. Unlike the other specialists, a diviner must give up only one other school.

Enchantment: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.

Evocation: Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.

Illusion: Spells that alter perception or create false images. An illusion specialist is called an illusionist.

Necromancy: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.

Transmutation: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

Universal: Not a school, but a category for spells that all wizards can learn. A wizard cannot select universal as a specialty school or as a prohibited school. Only a limited number of spells fall into this category.

FAMILIARS

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer or wizard. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar also grants special abilities to its master (a sorcerer or wizard), as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the master's level.

Familiar	Special
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Bat	Master gains a +3 bonus on Listen checks
Cat	Master gains a +3 bonus on Move Silently checks
Hawk	Master gains a +3 bonus on Spot checks in bright light
Lizard	Master gains a +3 bonus on Climb checks
Owl	Master gains a +3 bonus on Spot checks in shadows
Rat	Master gains a +2 bonus on Fortitude saves
Raven ¹	Master gains a +3 bonus on Appraise checks
Snake ²	Master gains a +3 bonus on Bluff checks
Toad	Master gains +3 hit points
Weasel	Master gains a +2 bonus on Reflex saves

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

² Tiny viper.

Familiar Basics: Use the basic statistics for a creature of the familiar's kind, but make the following changes:

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

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

Attacks: Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons.

Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers.

Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

Familiar Ability Descriptions: All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

Natural Armor Adj.: The number noted here is an improvement to the familiar's existing natural armor bonus.

Int: The familiar's Intelligence score.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance (Ex): If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

Master Class Level	Natural Armor Adj.	Int	Special
1st–2nd	+1	6	Alertness, improved evasion, share spells, empathic link
3rd–4th	+2	7	Deliver touch spells
5th–6th	+3	8	Speak with master
7th–8th	+4	9	Speak with animals of its kind
9th–10th	+5	10	—
11th–12th	+6	11	Spell resistance
13th–14th	+7	12	<i>Scry on familiar</i>
15th–16th	+8	13	—
17th–18th	+9	14	—
19th–20th	+10	15	—

ARCANE SPELLS AND ARMOR

Wizards and sorcerers do not know how to wear armor effectively.

If desired, they can wear armor anyway (though they'll be clumsy in it), or they can gain training in the proper use of armor (with the various Armor Proficiency feats—light, medium, and heavy—and the Shield Proficiency feat), or they can multiclass to add a class that grants them armor proficiency. Even if a wizard or sorcerer is wearing armor with which he or she is proficient, however, it might still interfere with spellcasting.

Armor restricts the complicated gestures that a wizard or sorcerer must make while casting any spell that has a somatic component (most do). The armor and shield descriptions list the arcane spell failure chance for different armors and shields. By contrast, bards not only know how to wear light armor effectively, but they can also ignore the arcane spell failure chance for such armor. A bard wearing armor heavier than light or using any type of shield incurs the normal arcane spell failure chance, even if he becomes proficient with that armor.

If a spell doesn't have a somatic component, an arcane spellcaster can cast it with no problem while wearing armor. Such spells can also be cast even if the caster's hands are bound or if he or she is grappling (although Concentration checks still apply normally). Also, the metamagic feat *Still Spell* allows a spellcaster to prepare or cast a spell at one spell level higher than normal without the somatic component. This also provides a way to cast a spell while wearing armor without risking arcane spell failure.

MULTICLASS CHARACTERS

A character may add new classes as he or she progresses in level, thus becoming a multiclass character. The class abilities from a character's different classes combine to determine a multiclass character's overall abilities. Multiclassing improves a character's versatility at the expense of focus.

CLASS AND LEVEL FEATURES

As a general rule, the abilities of a multiclass character are the sum of the abilities of each of the character's classes.

Level: "Character level" is a character's total number of levels. It is used to determine when feats and ability score boosts are gained.

"Class level" is a character's level in a particular class. For a character whose levels are all in the same class, character level and class level are the same.

Hit Points: A character gains hit points from each class as his or her class level increases, adding the new hit points to the previous total.

Base Attack Bonus: Add the base attack bonuses acquired for each class to get the character's base attack bonus. A resulting value of +6 or higher provides the character with multiple attacks.

Saving Throws: Add the base save bonuses for each class together.

Skills: If a skill is a class skill for any of a multiclass character's classes, then character level determines a skill's maximum rank. (The maximum rank for a class skill is $3 + \text{character level}$.)

If a skill is not a class skill for any of a multiclass character's classes, the maximum rank for that skill is one-half the maximum for a class skill.

Class Features: A multiclass character gets all the class features of all his or her classes but must also suffer the

consequences of the special restrictions of all his or her classes. (*Exception:* A character who acquires the barbarian class does not become illiterate.)

In the special case of turning undead, both clerics and experienced paladins have the same ability. If the character's paladin level is 4th or higher, her effective turning level is her cleric level plus her paladin level minus 3.

In the special case of uncanny dodge, both experienced barbarians and experienced rogues have the same ability. When a barbarian/rogue would gain uncanny dodge a second time (for her second class), she instead gains improved uncanny dodge, if she does not already have it. Her barbarian and rogue levels stack to determine the rogue level an attacker needs to flank her.

In the special case of obtaining a familiar, both wizards and sorcerers have the same ability. A sorcerer/wizard stacks his sorcerer and wizard levels to determine the familiar's natural armor, Intelligence score, and special abilities.

Feats: A multiclass character gains feats based on character levels, regardless of individual class level

Ability Increases: A multiclass character gains ability score increases based on character level, regardless of individual class level.

Spells: The character gains spells from all of his or her spellcasting classes and keeps a separate spell list for each class. If a spell's effect is based on the class level of the caster, the player must keep track of which class's spell list the character is casting the spell from.

SKILLS I

SKILLS SUMMARY

If you buy a class skill, your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy other classes' skills (cross-class skills), you get 1/2 rank per skill point.

Your maximum rank in a class skill is your character level + 3.

Your maximum rank in a cross-class skill is one-half of this number (do not round up or down).

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

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

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

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

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

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

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

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

USING SKILLS

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

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

SKILL CHECKS

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

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other miscellaneous modifiers that may apply, including racial bonuses and armor check penalties. The higher the result, the better. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success, and a natural roll of 1 is not an automatic failure.

Difficulty Class

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

Table: Difficulty Class Examples

Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching guard (Listen)

Tough (15)	Rig a wagon wheel to fall off (Disable Device)
Challenging (20)	Swim in stormy water (Swim)
Formidable (25)	Open an average lock (Open Lock)
Heroic (30)	Leap across a 30-foot chasm (Jump)
Nearly impossible (40)	Track a squad of orcs across hard ground after 24 hours of rainfall (Survival)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Table: Example Opposed Checks

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

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

Trying Again

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

Untrained Skill Checks

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

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

Favorable and Unfavorable Conditions

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

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

- Give the skill user a +2 circumstance bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character (see Combining Skill Attempts), or possessing unusually accurate information.
- Give the skill user a -2 circumstance penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.
- Reduce the DC by 2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.
- Increase the DC by 2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a

combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action.

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

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10: When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure —you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20: When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take.

Since taking 20 assumes that the character will fail many times before succeeding, if you did attempt to take 20 on a skill that carries penalties for failure, your character would automatically incur those penalties before he or she could complete the task. Common "take 20" skills include Escape Artist, Open Lock, and Search.

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

COMBINING SKILL ATTEMPTS

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

Individual Events

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

Aid Another

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

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

Skill Synergy

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

ABILITY CHECKS

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

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

SKILL DESCRIPTIONS

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

Here is the format for skill descriptions.

SKILL NAME

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

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

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

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

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

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

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

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

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

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

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

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

APPRAISE (INT)

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

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

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

These bonuses stack.

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

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

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

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

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

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

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

BALANCE (DEX; ARMOR CHECK PENALTY)

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

Narrow Surface	Balance DC ¹	Difficult Surface	Balance DC ¹
7–12 inches wide	10	Uneven flagstone	10 ²

2–6 inches wide	15	Hewn stone floor	10^2
Less than 2 inches wide	20	Sloped or angled floor	10^2

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

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

Narrow Surface Modifiers

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

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

These modifiers stack.

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

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a –5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two Balance checks, one for each move action used.) You may also accept this penalty in order to charge across a precarious surface; charging requires one Balance check for each multiple of your speed (or fraction thereof) that you charge.

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

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

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

BLUFF (CHA)

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

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

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

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

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

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

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

Feinting in combat does not provoke an attack of opportunity.

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

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

to transmit in order to intercept your message (see Sense Motive).

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

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

Each retry carries the same chance of miscommunication.

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

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

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

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

Bluff Examples

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

CLIMB (STR; ARMOR CHECK PENALTY)

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

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

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

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

Climb

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

Climb DC Modifier¹

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

¹These modifiers are cumulative; use any that apply.

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

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

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

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

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

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to AC if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

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

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

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

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

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

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a -5 penalty. Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

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

CONCENTRATION (CON)

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

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

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

Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action. ²
10 + half of continuous	Taking continuous damage during the damage last dealt action. ³
Distracting spell's save DC	Distracted by nondamaging spell. ⁴
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a stormtossed ship).
15	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
15	Entangled.

20	Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell, such as <i>storm of vengeance</i> . ⁴
1	If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.
2	Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).
3	Such as from <i>acid arrow</i> .
4	If the spell allows no save, use the save DC it would have if it did allow a save.

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

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

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

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

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

CRAFT (INT)

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

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

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

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

In some cases, the *fabricate* spell can be used to achieve the results of a Craft check with no actual check involved. However, you must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship. A successful Craft check related to woodworking in conjunction with the casting of the *ironwood* spell enables you to make wooden items that have the strength of steel.

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

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

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

1. Find the item's price. Put the price in silver pieces (1 gp = 10 sp).
 2. Find the DC from the table below.
 3. Pay one-third of the item's price for the cost of raw materials.
 4. Make an appropriate Craft check representing one week's work. If the check succeeds, multiply your check result by the DC. If the result \times the DC equals the price of the item in sp, then you have completed the item. (If the result \times the DC equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result \times the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.
- If you fail a check by 4 or less, you make no progress this week.

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again. *Progress by the Day:* You can make checks by the day instead of by the week. In this case your progress (check result × DC) is in copper pieces instead of silver pieces.

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

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

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

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

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

² Traps have their own rules for construction.

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

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

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

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

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

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

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

DECIPHER SCRIPT (INT; TRAINED ONLY)

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

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

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

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

Try Again: No.

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

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

DIPLOMACY (CHA)

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

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

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

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

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

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

INFLUENCING NPC ATTITUDES

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

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

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

DISABLE DEVICE (INT; TRAINED ONLY)

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

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

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

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

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

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

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

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

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

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

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

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

OTHER WAYS TO BEAT A TRAP

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

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

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

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

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

DISGUISE (CHA)

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

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

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

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

¹These modifiers are cumulative; use any that apply.

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

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

Familiarity	Viewer's Spot Check Bonus
Recognizes on sight	+4

Friends or associates	+6
Close friends	+8
Intimate	+10

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

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

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

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

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

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

ESCAPE ARTIST (DEX; ARMOR CHECK PENALTY)

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

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

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

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

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

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

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

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

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

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

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

FORGERY (INT)

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

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

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

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

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

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

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

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

GATHER INFORMATION (CHA)

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

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

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

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

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

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

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

HANDLE ANIMAL (CHA; TRAINED ONLY)

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

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

¹See the specific trick or purpose below.

General Purpose	DC	General Purpose	DC
Combat riding	20	Hunting	20
Fighting	20	Performance	15
Guarding	20	Riding	15
Heavy labor	15		

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A

handler can rear as many as three creatures of the same kind at once.

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

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

Try Again: Yes, except for rearing an animal.

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

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

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

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

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

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

SKILLS II

HEAL (WIS)

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

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

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

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

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

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

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

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

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

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

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

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

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

HIDE (DEX; ARMOR CHECK PENALTY)

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

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

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

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

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

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

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

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

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

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

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

INTIMIDATE (CHA)

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

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

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

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

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

Special: You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target.

Conversely, you take a -4 penalty on your Intimidate check for every size category that you are smaller than your target. A character immune to fear can't be intimidated, nor can nonintelligent creatures.

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

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

JUMP (STR; ARMOR CHECK PENALTY)

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

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

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

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

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

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

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

Long Jump Distance	Jump DC ¹
5 feet	5
10 feet	10
15 feet	15

20 feet	20
25 feet	25
30 feet	30

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

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

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

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

1 Not including vertical reach; see below.

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

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

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

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

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

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

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

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

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

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

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

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

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

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

KNOWLEDGE (INT; TRAINED ONLY)

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

Below are listed typical fields of study.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

LISTEN (WIS)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

MOVE SILENTLY (DEX; ARMOR CHECK PENALTY)

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

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

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

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

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

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

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

OPEN LOCK (DEX; TRAINED ONLY)

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

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

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

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

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

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

PERFORM (CHA)

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

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

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

- Act (comedy, drama, mime)

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

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

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

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

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

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

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

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

PROFESSION (WIS; TRAINED ONLY)

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

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

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

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

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

RIDE (DEX)

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

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

The following tasks do require checks.

Task	Ride DC	Task	Ride DC
Guide with knees	5	Leap	15
Stay in saddle	5	Spur mount	15

Fight with warhorse	10	Control mount in battle	20
Cover	15	Fast mount or dismount	20 ¹
Soft fall	15		

1 Armor check penalty applies.

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

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

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

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

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

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

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

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

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

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

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

If your mount has a military saddle you get a +2 circumstance bonus on Ride checks related to staying in the saddle. The Ride skill is a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Trample.

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

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

SEARCH (INT)

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

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

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

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

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

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

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

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

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

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

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

Restriction: While anyone can use Search to find a trap whose DC is 20 or lower, only a rogue can use Search to locate traps with higher DCs. (*Exception:* The spell *find traps* temporarily enables a cleric to use the Search skill as if he were a rogue.) A dwarf, even one who is not a rogue, can use the Search skill to find a difficult trap (one with a DC higher than 20) if the trap is built into or out of stone. He gains a +2 racial bonus on the Search check from his stoncunning ability.

SENSE MOTIVE (WIS)

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

Task	Sense Motive DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

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

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

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

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

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

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

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

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

SLEIGHT OF HAND (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

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

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

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

Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity. If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item. You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, and the like.

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

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

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

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

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

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

SPEAK LANGUAGE (NONE; TRAINED ONLY)

Common Languages and Their Alphabets

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

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Action: Not applicable.

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

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

- You start at 1st level knowing one or two languages (based on your race), plus an additional number of languages equal to your starting Intelligence bonus.
- You can purchase Speak Language just like any other skill, but instead of buying a rank in it, you choose a new language that you can speak.
- You don't make Speak Language checks. You either know a language or you don't.
- A literate character (anyone but a barbarian who has not spent skill points to become literate) can read and write any language she speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet.

SPELLCRAFT (INT; TRAINED ONLY)

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

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

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

Action: Varies, as noted above.

Try Again: See above.

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

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

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

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

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

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

SPOT (WIS)

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

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

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

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

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

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see

him or her speak, and understand the speaker's language. (This use of the skill is language-dependent.) The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read. If your Spot check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don't know whether you succeeded or missed by 5.

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

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

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

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

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

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

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

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

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

SURVIVAL (WIS)

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

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

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

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

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

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

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

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

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

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

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

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

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

lost or to avoid natural hazards.

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

SWIM (STR; ARMOR CHECK PENALTY)

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

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

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

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

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

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

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

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

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

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

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

TUMBLE (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

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

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

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

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

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

1 Tumbling is impossible in a deep bog.

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

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

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

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

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

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

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

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

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

USE MAGIC DEVICE (CHA; TRAINED ONLY)

Use this skill to activate magic

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

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

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

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

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

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

Emulate an Ability Score: To cast a spell from a scroll, you need a high score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, or Charisma for sorcerer or bard spells). Your effective ability score (appropriate to the class you're emulating when you try to cast the spell from the scroll) is your Use Magic Device check result minus 15. If

you already have a high enough score in the appropriate ability, you don't need to make this check.

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

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

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

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

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

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

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

Special: You cannot take 10 with this skill.

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

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

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

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

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

USE ROPE (DEX)

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

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

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

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

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

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

Action: Varies. Throwing a grappling hook is a standard action that provokes an attack of opportunity. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action that provokes an attack of opportunity.

Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

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

These bonuses stack.

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

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

rope, or a rope-and-wall combination.

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

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

FEATS

PREREQUISITES

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if he or she has lost a prerequisite.

TYPES OF FEATS

Some feats are general, meaning that no special rules govern them as a group. Others are item creation feats, which allow spellcasters to create magic items of all sorts. A metamagic feat lets a spellcaster prepare and cast a spell with greater effect, albeit as if the spell were a higher spell level than it actually is.

FIGHTER BONUS FEATS

Any feat designated as a fighter feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet any prerequisites.

ITEM CREATION FEATS

An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

XP Cost: Experience that the spellcaster would normally keep is expended when making a magic item. The XP cost equals 1/25 of the cost of the item in gold pieces. A character cannot spend so much XP on an item that he or she loses a level. However, upon gaining enough XP to attain a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Raw Materials Cost: The cost of creating a magic item equals one-half the sale cost of the item.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Time: The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects, and the power of these items depends on their caster level—that is, a spell from such an item has the power it would have if cast by a spellcaster of that level. The price of these items (and thus the XP cost and the cost of the raw materials) also depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level, then multiply the result by a constant, as shown below:

Scrolls: Base price = spell level x caster level x 25 gp.

Potions: Base price = spell level x caster level x 50 gp.

Wands: Base price = spell level x caster level x 750 gp.

A 0-level spell is considered to have a spell level of 1/2 for the purpose of this calculation.

Extra Costs: Any potion, scroll, or wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. For potions and scrolls, the creator must expend the material component or pay the XP cost when creating the item.

For a wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost.

Some magic items similarly incur extra costs in material components or XP, as noted in their descriptions.

METAMAGIC FEATS

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible. Spells modified by a metamagic feat use a spell slot higher than normal. This does not change the level of the spell, so the DC for saving throws against it does not go up.

Wizards and Divine Spellcasters: Wizards and divine spellcasters must prepare their spells in advance. During preparation, the character chooses which spells to prepare with metamagic feats (and thus which ones take up higher-level spell slots than normal).

Sorcerers and Bards: Sorcerers and bards choose spells as they cast them. They can choose when they cast their spells whether to apply their metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level

spell slot. But because the sorcerer or bard has not prepared the spell in a metamagic form in advance, he must apply the metamagic feat on the spot. Therefore, such a character must also take more time to cast a metamagic spell (one enhanced by a metamagic feat) than he does to cast a regular spell. If the spell's normal casting time is 1 action, casting a metamagic version is a full-round action for a sorcerer or bard. (This isn't the same as a 1-round casting time.)

For a spell with a longer casting time, it takes an extra full-round action to cast the spell.

Spontaneous Casting and Metamagic Feats: A cleric spontaneously casting a *cure* or *inflict* spell can cast a metamagic version of it instead. Extra time is also required in this case. Casting a 1-action metamagic spell spontaneously is a full-round action, and a spell with a longer casting time takes an extra full-round action to cast.

Effects of Metamagic Feats on a Spell: In all ways, a metamagic spell operates at its original spell level, even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed unless stated otherwise in the feat description.

The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Metamagic feats that eliminate components of a spell don't eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity.

Metamagic feats cannot be used with all spells. See the specific feat descriptions for the spells that a particular feat can't modify.

Multiple Metamagic Feats on a Spell: A spellcaster can apply multiple metamagic feats to a single spell. Changes to its level are cumulative. You can't apply the same metamagic feat more than once to a single spell.

Magic Items and Metamagic Spells: With the right item creation feat, you can store a metamagic version of a spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher spell level (after the application of the metamagic feat). A character doesn't need the metamagic feat to activate an item storing a metamagic version of a spell.

Counterspelling Metamagic Spells: Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

FEAT DESCRIPTIONS

Here is the format for feat descriptions.

FEAT NAME [TYPE OF FEAT]

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

In general, having a feat twice is the same as having it once.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

ACROBATIC [GENERAL]

Benefit: You get a +2 bonus on all Jump checks and Tumble checks.

AGILE [GENERAL]

Benefit: You get a +2 bonus on all Balance checks and Escape Artist checks.

ALERTNESS [GENERAL]

Benefit: You get a +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

ANIMAL AFFINITY [GENERAL]

Benefit: You get a +2 bonus on all Handle Animal checks and Ride checks.

ARMOR PROFICIENCY (HEAVY) [GENERAL]

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, paladins, and clerics automatically have Armor Proficiency (heavy) as a bonus feat. They need not select it.

ARMOR PROFICIENCY (LIGHT) [GENERAL]

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

Special: All characters except wizards, sorcerers, and monks automatically have Armor Proficiency (light) as a bonus feat. They need not select it.

ARMOR PROFICIENCY (MEDIUM) [GENERAL]

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, barbarians, paladins, clerics, druids, and bards automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

ATHLETIC [GENERAL]

Benefit: You get a +2 bonus on all Climb checks and Swim checks.

AUGMENT SUMMONING [GENERAL]

Prerequisite: Spell Focus (conjunction).

Benefit: Each creature you conjure with any *summon* spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

BLIND-FIGHT [GENERAL]

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

A fighter may select Blind-Fight as one of his fighter bonus feats.

BREW POTION [ITEM CREATION]

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures.

Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level \times its caster level \times 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

CLEAVE [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it),

you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

Special: A fighter may select Cleave as one of his fighter bonus feats.

COMBAT CASTING [GENERAL]

Benefit: You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

COMBAT EXPERTISE [GENERAL]

Prerequisite: Int 13.

Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as –5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action.

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a –4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

Special: A fighter may select Combat Expertise as one of his fighter bonus feats.

COMBAT REFLEXES [GENERAL]

Benefit: You may make a number of additional attacks of opportunity equal to your Dexterity bonus.

With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

A fighter may select Combat Reflexes as one of his fighter bonus feats.

A monk may select Combat Reflexes as a bonus feat at 2nd level.

CRAFT MAGIC ARMS AND ARMOR [ITEM CREATION]

Prerequisite: Caster level 5th.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price. The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

CRAFT ROD [ITEM CREATION]

Prerequisite: Caster level 9th.

Benefit: You can create any rod whose prerequisites you meet. Crafting a rod takes one day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. Some rods incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

CRAFT STAFF [ITEM CREATION]

Prerequisite: Caster level 12th.

Benefit: You can create any staff whose prerequisites you meet.

Crafting a staff takes one day for each 1,000 gp in its base price. To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

CRAFT WAND [ITEM CREATION]

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level x the spell level x 750 gp. To craft a wand, you must spend

1/25 of this base price in XP and use up raw materials costing one-half of this base price. A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base price, you must expend fifty copies of the material component or pay fifty times the XP cost.

CRAFT WONDROUS ITEM [ITEM CREATION]

Prerequisite: Caster level 3rd.

Benefit: You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

DECEITFUL [GENERAL]

Benefit: You get a +2 bonus on all Disguise checks and Forgery checks.

DEFLECT ARROWS [GENERAL]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted.

Attempting to deflect a ranged weapon doesn't count as an action. Unusually massive ranged weapons and ranged attacks generated by spell effects can't be deflected.

Special: A monk may select Deflect Arrows as a bonus feat at 2nd level, even if she does not meet the prerequisites.

A fighter may select Deflect Arrows as one of his fighter bonus feats.

DEFT HANDS [GENERAL]

Benefit: You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.

DIEHARD [GENERAL]

Prerequisite: Endurance.

Benefit: When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round.

When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

DILIGENT [GENERAL]

Benefit: You get a +2 bonus on all Appraise checks and Decipher Script checks.

DODGE [GENERAL]

Prerequisite: Dex 13.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

Special: A fighter may select Dodge as one of his fighter bonus feats.

EMPOWER SPELL [METAMAGIC]

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

ENDURANCE [GENERAL]

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, and Fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

Special: A ranger automatically gains Endurance as a bonus feat at 3rd level. He need not select it.

ENLARGE SPELL [METAMAGIC]

Benefit: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not have increased ranges.

ESCHEW MATERIALS [GENERAL]

Benefit: You can cast any spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

EXOTIC WEAPON PROFICIENCY [GENERAL]

Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.

Prerequisite: Base attack bonus +1 (plus Str 13 for bastard sword or dwarven waraxe).

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the dwarven waraxe has an additional prerequisite of Str 13.

A fighter may select Exotic Weapon Proficiency as one of his fighter bonus feats.

EXTEND SPELL [METAMAGIC]

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

EXTRA TURNING [GENERAL]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: Each time you take this feat, you can use your ability to turn or rebuke creatures four more times per day than normal.

If you have the ability to turn or rebuke more than one kind of creature each of your turning or rebuking abilities gains four additional uses per day.

Normal: Without this feat, a character can typically turn or rebuke undead (or other creatures) a number of times per day equal to 3 + his or her Charisma modifier.

Special: You can gain Extra Turning multiple times. Its effects stack. Each time you take the feat, you can use each of your turning or rebuking abilities four additional times per day.

FAR SHOT [GENERAL]

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

Special: A fighter may select Far Shot as one of his fighter bonus feats.

FORGE RING [ITEM CREATION]

Prerequisite: Caster level 12th.

Benefit: You can create any ring whose prerequisites you meet. Crafting a ring takes one day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. You can also mend a broken ring if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to forge that ring in the first place.

Some magic rings incur extra costs in material components or XP, as noted in their descriptions. You must pay such a cost to forge such a ring or to mend a broken one.

GREAT CLEAVE [GENERAL]

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

Special: A fighter may select Great Cleave as one of his fighter bonus feats.

GREAT FORTITUDE [GENERAL]

Benefit: You get a +2 bonus on all Fortitude saving throws.

GREATER SPELL FOCUS [GENERAL]

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

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic to which you already have applied the Spell Focus feat.

GREATER SPELL PENETRATION [GENERAL]

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

GREATER TWO-WEAPON FIGHTING [GENERAL]

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Special: A fighter may select Greater Two-Weapon Fighting as one of his fighter bonus feats.

An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

GREATER WEAPON FOCUS [GENERAL]

Choose one type of weapon for which you have already selected Weapon Focus. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 8th.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus (see below).

Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter must have Greater Weapon Focus with a given weapon to gain the Greater Weapon Specialization feat for that weapon.

A fighter may select Greater Weapon Focus as one of his fighter bonus feats.

GREATER WEAPON SPECIALIZATION [GENERAL]

Choose one type of weapon for which you have already selected Weapon Specialization. You can also choose unarmed strike or grapple as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, fighter level 12th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization (see below).

Special: You can gain Greater Weapon Specialization multiple times. Its effects do not stack. Each time you take the feat, it

applies to a new type of weapon.

A fighter may select Greater Weapon Specialization as one of his fighter bonus feats.

HEIGHTEN SPELL [METAMAGIC]

Benefit: A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a *lesser globe of invulnerability*) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

IMPROVED BULL RUSH [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

Special: A fighter may select Improved Bull Rush as one of his fighter bonus feats.

IMPROVED COUNTERSPELL [GENERAL]

Benefit: When counterspelling, you may use a spell of the same school that is one or more spell levels higher than the target spell.

Normal: Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

IMPROVED CRITICAL [GENERAL]

Choose one type of weapon.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

A fighter may select Improved Critical as one of his fighter bonus feats.

IMPROVED DISARM [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

Normal: See the normal disarm rules.

Special: A fighter may select Improved Disarm as one of his fighter bonus feats.

A monk may select Improved Disarm as a bonus feat at 6th level, even if she does not meet the prerequisites.

IMPROVED FAMILIAR [GENERAL]

This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar.

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefit: When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

Familiar	Alignment	Arcane Spellcaster Level
Shocker lizard	Neutral	5th
Stirge	Neutral	5th
Formian worker	Lawful neutral	7th
Imp	Lawful evil	7th
Pseudodragon	Neutral good	7th
Quasit	Chaotic evil	7th

Improved familiars otherwise use the rules for regular familiars, with two exceptions: If the creature's type is something other

than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

The list in the table above presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list makes a suitable familiar. Nor is the master's alignment the only possible categorization. For instance, improved familiars could be assigned by the master's creature type or subtype, as shown below.

Familiar	Type/Subtype	Arcane Spellcaster Level
Celestial hawk ¹	Good	3rd
Fiendish Tiny viper snake ²	Evil	3rd
Air elemental, Small	Air	5th
Earth elemental, Small	Earth	5th
Fire elemental, Small	Fire	5th
Shocker lizard	Electricity	5th
Water elemental, Small	Water	5th
Homunculus ³	Undead	7th
Ice mephit	Cold	7th

¹ Or other celestial animal from the standard familiar list.

² Or other fiendish animal from the standard familiar list.

³ The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

IMPROVED FEINT [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You can make a Bluff check to feint in combat as a move action.

Normal: Feinting in combat is a standard action.

A fighter may select Improved Feint as one of his fighter bonus feats.

IMPROVED GRAPPLE [GENERAL]

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

Normal: Without this feat, you provoke an attack of opportunity when you make a touch attack to start a grapple.

Special: A fighter may select Improved Grapple as one of his fighter bonus feats.

A monk may select Improved Grapple as a bonus feat at 1st level, even if she does not meet the prerequisites.

IMPROVED INITIATIVE [GENERAL]

Benefit: You get a +4 bonus on initiative checks.

Special: A fighter may select Improved Initiative as one of his fighter bonus feats.

IMPROVED OVERRUN [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.

Normal: Without this feat, the target of an overrun can choose to avoid you or to block you.

Special: A fighter may select Improved Overrun as one of his fighter bonus feats.

IMPROVED PRECISE SHOT [GENERAL]

Prerequisites: Dex 19, Point Blank Shot, Precise Shot, base attack bonus +11.

Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See the normal rules on the effects of cover and concealment. Without this feat, a character who shoots or throws a

ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Special: A fighter may select Improved Precise Shot as one of his fighter bonus feats.

An 11th-level ranger who has chosen the archery combat style is treated as having Improved Precise Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

IMPROVED SHIELD BASH [GENERAL]

Prerequisite: Shield Proficiency.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his or her next turn.

Special: A fighter may select Improved Shield Bash as one of his fighter bonus feats.

IMPROVED SUNDER [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity.

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

Special: A fighter may select Improved Sunder as one of his fighter bonus feats.

IMPROVED TRIP [GENERAL]

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent.

If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

Normal: Without this feat, you provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed.

Special: At 6th level, a monk may select Improved Trip as a bonus feat, even if she does not have the prerequisites.

A fighter may select Improved Trip as one of his fighter bonus feats.

IMPROVED TURNING [GENERAL]

Prerequisite: Ability to turn or rebuke creatures.

Benefit: You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

IMPROVED TWO-WEAPON FIGHTING [GENERAL]

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Special: A fighter may select Improved Two-Weapon Fighting as one of his fighter bonus feats.

An 6th-level ranger who has chosen the two-weapon combat style is treated as having Improved Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

IMPROVED UNARMED STRIKE [GENERAL]

Benefit: You are considered to be armed even when unarmed—that is, you do not provoke attacks or opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you.

In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Special: A monk automatically gains Improved Unarmed Strike as a bonus feat at 1st level. She need not select it.

A fighter may select Improved Unarmed Strike as one of his fighter bonus feats.

INVESTIGATOR [GENERAL]

Benefit: You get a +2 bonus on all Gather Information checks and Search checks.

IRON WILL [GENERAL]

Benefit: You get a +2 bonus on all Will saving throws.

LEADERSHIP [GENERAL]

Prerequisite: Character level 6th.

Benefits: Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist her. See the table below for what sort of cohort and how many followers the character can recruit.

Leadership Modifiers: Several factors can affect a character's Leadership score, causing it to vary from the base score (character level + Cha modifier). A character's reputation (from the point of view of the cohort or follower he is trying to attract) raises or lowers his Leadership score:

Leader's Reputation	Modifier
Great renown	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Other modifiers may apply when the character tries to attract a cohort:

The Leader ...	Modifier
Has a familiar, special mount, or animal companion	-2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

* Cumulative per cohort killed.

Followers have different priorities from cohorts. When the character tries to attract a new follower, use any of the following modifiers that apply.

The Leader ...	Modifier
Has a stronghold, base of operations, guildhouse, or the like	+2
Moves around a lot	-1
Caused the death of other followers	-1.

Leadership Score	Cohort Level	Number of Followers by Level					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—

19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Leadership Score: A character's base Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, this table allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat. Outside factors can affect a character's Leadership score, as detailed above.

Cohort Level: The character can attract a cohort of up to this level. Regardless of a character's Leadership score, he can only recruit a cohort who is two or more levels lower than himself. The cohort should be equipped with gear appropriate for its level. A character can try to attract a cohort of a particular race, class, and alignment. The cohort's alignment may not be opposed to the leader's alignment on either the law-vs-chaos or good-vs-evil axis, and the leader takes a Leadership penalty if he recruits a cohort of an alignment different from his own.

Cohorts earn XP as follows:

The cohort does not count as a party member when determining the party's XP.

Divide the cohort's level by the level of the PC with whom he or she is associated (the character with the Leadership feat who attracted the cohort).

Multiply this result by the total XP awarded to the PC and add that number of experience points to the cohort's total.

If a cohort gains enough XP to bring it to a level one lower than the associated PC's character level, the cohort does not gain the new level—its new XP total is 1 less than the amount needed to attain the next level.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level. Followers are similar to cohorts, except they're generally low-level NPCs. Because they're generally five or more levels behind the character they follow, they're rarely effective in combat.

Followers don't earn experience and thus don't gain levels. However, when a character with Leadership attains a new level, the player consults the table above to determine if she has acquired more followers, some of which may be higher level than the existing followers. (You don't consult the table to see if your cohort gains levels, however, because cohorts earn experience on their own.)

LIGHTNING REFLEXES [GENERAL]

Benefit: You get a +2 bonus on all Reflex saving throws.

MAGICAL APTITUDE [GENERAL]

Benefit: You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

MANYSHOT [GENERAL]

Prerequisites: Dex 17, Point Blank Shot, Rapid Shot, base attack bonus +6

Benefit: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4 penalty) to determine success and deal damage normally (but see Special).

For every five points of base attack bonus you have above +6, you may add one additional arrow to this attack, to a maximum of four arrows at a base attack bonus of +16. However, each arrow after the second adds a cumulative -2 penalty on the attack roll (for a total penalty of -6 for three arrows and -8 for four).

Damage reduction and other resistances apply separately against each arrow fired.

Special: Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

A fighter may select Manyshot as one of his fighter bonus feats.

A 6th-level ranger who has chosen the archery combat style is treated as having Manyshot even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

MARTIAL WEAPON PROFICIENCY [GENERAL]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the selected weapon normally.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat. You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon. A cleric who chooses the War domain automatically gains the Martial Weapon Proficiency feat related to his deity's favored weapon as a bonus feat, if the weapon is a martial one. He need not select it.

MAXIMIZE SPELL [METAMAGIC]

Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

MOBILITY [GENERAL]

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Special: A fighter may select Mobility as one of his fighter bonus feats.

MOUNTED ARCHERY [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Special: A fighter may select Mounted Archery as one of his fighter bonus feats.

MOUNTED COMBAT [GENERAL]

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

Special: A fighter may select Mounted Combat as one of his fighter bonus feats.

NATURAL SPELL [GENERAL]

Prerequisites: Wis 13, wild shape ability.

Benefit: You can complete the verbal and somatic components of spells while in a wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while in a wild shape.

NEGOTIATOR [GENERAL]

Benefit: You get a +2 bonus on all Diplomacy checks and Sense Motive checks.

NIMBLE FINGERS [GENERAL]

Benefit: You get a +2 bonus on all Disable Device checks and Open Lock checks.

PERSUASIVE [GENERAL]

Benefit: You get a +2 bonus on all Bluff checks and Intimidate checks.

POINT BLANK SHOT [GENERAL]

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Special: A fighter may select Point Blank Shot as one of his fighter bonus feats.

POWER ATTACK [GENERAL]

Prerequisite: Str 13.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)
A fighter may select Power Attack as one of his fighter bonus feats.

PRECISE SHOT [GENERAL]

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Special: A fighter may select Precise Shot as one of his fighter bonus feats.

QUICK DRAW [GENERAL]

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Special: A fighter may select Quick Draw as one of his fighter bonus feats.

QUICKEN SPELL [METAMAGIC]

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

RAPID RELOAD [GENERAL]

Choose a type of crossbow (hand, light, or heavy).

Prerequisite: Weapon Proficiency (crossbow type chosen).

Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity.

If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

A fighter may select Rapid Reload as one of his fighter bonus feats.

RAPID SHOT [GENERAL]

Prerequisites: Dex 13, Point Blank Shot.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

Special: A fighter may select Rapid Shot as one of his fighter bonus feats.

A 2nd-level ranger who has chosen the archery combat style is treated as having Rapid Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

RIDE-BY ATTACK [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Special: A fighter may select Ride-By Attack as one of his fighter bonus feats.

RUN [GENERAL]

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

SCRIBE SCROLL [ITEM CREATION]

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level \times its caster level \times 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

SELF-SUFFICIENT [GENERAL]

Benefit: You get a +2 bonus on all Heal checks and Survival checks.

SHIELD PROFICIENCY [GENERAL]

Benefit: You can use a shield and take only the standard penalties.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride checks.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers automatically have Shield Proficiency as a bonus feat. They need not select it.

SHOT ON THE RUN [GENERAL]

Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot, base attack bonus +4.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Special: A fighter may select Shot on the Run as one of his fighter bonus feats.

SILENT SPELL [METAMAGIC]

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

SIMPLE WEAPON PROFICIENCY [GENERAL]

Benefit: You make attack rolls with simple weapons normally.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

SKILL FOCUS [GENERAL]

Choose a skill.

Benefit: You get a +3 bonus on all checks involving that skill.

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

SNATCH ARROWS [GENERAL]

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike.

Benefit: When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding nothing) to use this feat.

Special: A fighter may select Snatch Arrows as one of his fighter bonus feats.

SPELL FOCUS [GENERAL]

Choose a school of magic.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

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

SPELL MASTERY [SPECIAL]

Prerequisite: Wizard level 1st.

Benefit: Each time you take this feat, choose a number of spells equal to your Intelligence modifier that you already know. From that point on, you can prepare these spells without referring to a spellbook.

Normal: Without this feat, you must use a spellbook to prepare all your spells, except *read magic*.

SPELL PENETRATION [GENERAL]

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

SPIRITED CHARGE [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Special: A fighter may select Spirited Charge as one of his fighter bonus feats.

SPRING ATTACK [GENERAL]

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack, though it might provoke attacks of opportunity from other creatures, if appropriate. You can't use this feat if you are wearing heavy armor.

You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

Special: A fighter may select Spring Attack as one of his fighter bonus feats.

STEALTHY [GENERAL]

Benefit: You get a +2 bonus on all Hide checks and Move Silently checks.

STILL SPELL [METAMAGIC]

Benefit: A stilled spell can be cast with no somatic components.

Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

STUNNING FIST [GENERAL]

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk may select Stunning Fist as a bonus feat at 1st level, even if she does not meet the prerequisites. A monk who selects this feat may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

A fighter may select Stunning Fist as one of his fighter bonus feats.

TOUGHNESS [GENERAL]

Benefit: You gain +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

TOWER SHIELD PROFICIENCY [GENERAL]

Prerequisite: Shield Proficiency.

Benefit: You can use a tower shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

TRACK [GENERAL]

Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table below:

Surface	Survival DC	Surface Survival DC
Very soft ground	5	Firm ground 15
Soft ground	10	Hard ground 20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3

Tracked party hides trail (and moves at half speed)	+5
1 For a group of mixed sizes, apply only the modifier for the largest size category.	
2 Apply only the largest modifier from this category.	

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

Special: A ranger automatically has Track as a bonus feat. He need not select it.

This feat does not allow you to find or follow the tracks made by a subject of a *pass without trace* spell.

TRAMPLE [GENERAL]

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Special: A fighter may select Trample as one of his fighter bonus feats.

TWO-WEAPON DEFENSE [GENERAL]

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Special: A fighter may select Two-Weapon Defense as one of his fighter bonus feats.

TWO-WEAPON FIGHTING [GENERAL]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

Special: A 2nd-level ranger who has chosen the two-weapon combat style is treated as having Two-Weapon Fighting, even if he does not have the prerequisite for it, but only when he is wearing light or no armor.

A fighter may select Two-Weapon Fighting as one of his fighter bonus feats.

WEAPON FINESSE [GENERAL]

Prerequisite: Base attack bonus +1.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: A fighter may select Weapon Finesse as one of his fighter bonus feats.

Natural weapons are always considered light weapons.

WEAPON FOCUS [GENERAL]

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

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

A fighter may select Weapon Focus as one of his fighter bonus feats. He must have Weapon Focus with a weapon to gain the Weapon Specialization feat for that weapon.

WEAPON SPECIALIZATION [GENERAL]

Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

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

A fighter may select Weapon Specialization as one of his fighter bonus feats.

WHIRLWIND ATTACK [GENERAL]

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Special: A fighter may select Whirlwind Attack as one of his fighter bonus feats.

WIDEN SPELL [METAMAGIC]

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

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

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EQUIPMENT

Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit.

WEALTH AND MONEY

COINS

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp. The standard coin weighs about a third of an ounce (fifty to the pound).

Table: Coins

Exchange Value			
	CP	SP	GP
Copper piece (cp) =	1	1/10	1/100
Silver piece (sp) =	10	1	1/10
Gold piece (gp) =	100	10	1
Platinum piece (pp)	1,000	100	10
=			1

WEALTH OTHER THAN COINS

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Table: Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour, or one chicken
1 sp	One pound of iron
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

SELLING LOOT

In general, a character can sell something for half its listed price.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

WEAPONS

WEAPON CATEGORIES

Weapons are grouped into several interlocking sets of categories.

These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

Simple, Martial, and Exotic Weapons: Anybody but a druid, monk, rogue, or wizard is proficient with all simple weapons. Barbarians, fighters, paladins, and rangers are proficient with all simple and all martial weapons. Characters of other classes

are proficient with an assortment of mainly simple weapons and possibly also some martial or even exotic weapons. A character who uses a weapon with which he or she is not proficient takes a -4 penalty on attack rolls.

Melee and Ranged Weapons: Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons: Glaives, guisarmes, lances, longspears, ransieurs, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Double Weapons: Dire flails, dwarven urgroshes, gnome hooked hammers, orc double axes, quarterstaffs, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon.

The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Thrown Weapons: Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies his or her Strength modifier to damage dealt by thrown weapons (except for splash weapons). It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table: Weapons), but a character who does so takes a -4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

Projectile Weapons: Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

Ammunition: Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons), and what happens to them after they are thrown.

Light, One-Handed, and Two-Handed Melee Weapons: This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

Light: A light weapon is easier to use in one's off hand than a one-handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it's used in the primary hand, or one-half the wielder's Strength bonus if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only.

An unarmed strike is always considered a light weapon.

One-Handed: A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or 1/2 his or her Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times the character's Strength bonus to damage rolls.

Two-Handed: Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

Weapon Size: Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

Inappropriately Sized Weapons: A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative -2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of

its actual wielder. If the creature isn't proficient with the weapon a -4 nonproficiency penalty also applies. The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a -4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

WEAPON QUALITIES

Here is the format for weapon entries (given as column headings on Table: Weapons, below).

Cost: This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage: The Damage columns give the damage dealt by the weapon on a successful hit. The column labeled "Dmg (S)" is for Small weapons. The column labeled "Dmg (M)" is for Medium weapons. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack. Table: Tiny and Large Weapon Damage gives weapon damage values for weapons of those sizes.

Table: Tiny and Large Weapon Damage

Medium Weapon Damage	Tiny Weapon Damage	Large Weapon Damage
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

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

x2: The weapon deals double damage on a critical hit.

x3: The weapon deals triple damage on a critical hit.

x3/x4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

x4: The weapon deals quadruple damage on a critical hit.

19–20/x2: The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

18–20/x2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weight: This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Type: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters

may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special: Some weapons have special features. See the weapon descriptions for details.

WEAPON DESCRIPTIONS

Table: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Unarmed Attacks</i>							
Gauntlet	2 gp	1d2	1d3	x2	—	1 lb.	Bludgeoning
Unarmed strike	—	1d2 ³	1d3 ³	x2	—	—	Bludgeoning
<i>Light Melee Weapons</i>							
Dagger	2 gp	1d3	1d4	19–20/x2	10 ft.	1 lb.	Piercing or slashing
Dagger, punching	2 gp	1d3	1d4	x3	—	1 lb.	Piercing
Gauntlet, spiked	5 gp	1d3	1d4	x2	—	1 lb.	Piercing
Mace, light	5 gp	1d4	1d6	x2	—	4 lb.	Bludgeoning
Sickle	6 gp	1d4	1d6	x2	—	2 lb.	Slashing
<i>One-Handed Melee Weapons</i>							
Club	—	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Mace, heavy	12 gp	1d6	1d8	x2	—	8 lb.	Bludgeoning
Morningstar	8 gp	1d6	1d8	x2	—	6 lb.	Bludgeoning and piercing
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lb.	Piercing
<i>Two-Handed Melee Weapons</i>							
Longspear ⁴	5 gp	1d6	1d8	x3	—	9 lb.	Piercing
Quarterstaff ⁵	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	Bludgeoning
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lb.	Piercing
<i>Ranged Weapons</i>							
Crossbow, heavy	50 gp	1d8	1d10	19–20/x2	120 ft.	8 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, light	35 gp	1d6	1d8	19–20/x2	80 ft.	4 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Dart	5 sp	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	—	5 lb.	—
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Light Melee Weapons</i>							
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	Slashing
Hammer, light	1 gp	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d4	1d6	x3	—	3 lb.	Slashing
Kukri	8 gp	1d3	1d4	18–20/x2	—	2 lb.	Slashing
Pick, light	4 gp	1d3	1d4	x4	—	3 lb.	Piercing
Sap	1 gp	1d6 ³	1d6 ³	x2	—	2 lb.	Bludgeoning
Shield, light	special	1d2	1d3	x2	—	special	Bludgeoning
Spiked armor	special	1d4	1d6	x2	—	special	Piercing
Spiked shield, light	special	1d3	1d4	x2	—	special	Piercing
Sword, short	10 gp	1d4	1d6	19–20/x2	—	2 lb.	Piercing
<i>One-Handed Melee Weapons</i>							
Battleaxe	10 gp	1d6	1d8	x3	—	6 lb.	Slashing
Flail	8 gp	1d6	1d8	x2	—	5 lb.	Bludgeoning

	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight¹	Type²
<i>Two-Handed Melee Weapons</i>							
Longsword	15 gp	1d6	1d8	19–20/x2	—	4 lb.	Slashing
Pick, heavy	8 gp	1d4	1d6	x4	—	6 lb.	Piercing
Rapier	20 gp	1d4	1d6	18–20/x2	—	2 lb.	Piercing
Scimitar	15 gp	1d4	1d6	18–20/x2	—	4 lb.	Slashing
Shield, heavy	special	1d3	1d4	x2	—	special	Bludgeoning
Spiked shield, heavy	special	1d4	1d6	x2	—	special	Piercing
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Warhammer	12 gp	1d6	1d8	x3	—	5 lb.	Bludgeoning
<i>Ranged Weapons</i>							
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Exotic Weapons							
Kama	2 gp	1d4	1d6	x2	—	2 lb.	Slashing
Nunchaku	2 gp	1d4	1d6	x2	—	2 lb.	Bludgeoning
Sai	1 gp	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning
Siangham	3 gp	1d4	1d6	x2	—	1 lb.	Piercing
<i>One-Handed Melee Weapons</i>							
Sword, bastard	35 gp	1d8	1d10	19–20/x2	—	6 lb.	Slashing
Waraxe, dwarven	30 gp	1d8	1d10	x3	—	8 lb.	Slashing
Whip ⁴	1 gp	1d2 ³	1d3 ³	x2	—	2 lb.	Slashing
<i>Two-Handed Melee Weapons</i>							
Axe, orc double ⁵	60 gp	1d6/1d6	1d8/1d8	x3	—	15 lb.	Slashing
Chain, spiked ⁴	25 gp	1d6	2d4	x2	—	10 lb.	Piercing
Flail, dire ⁵	90 gp	1d6/1d6	1d8/1d8	x2	—	10 lb.	Bludgeoning
Hammer, gnome hooked ⁵	20 gp	1d6/1d4	1d8/1d6	x3/x4	—	6 lb.	Bludgeoning and piercing
Sword, two-bladed ⁵	100 gp	1d6/1d6	1d8/1d8	19–20/x2	—	10 lb.	Slashing
Urgrosh, dwarven ⁵	50 gp	1d6/1d4	1d8/1d6	x3	—	12 lb.	Slashing or piercing
<i>Ranged Weapons</i>							
Bolas	5 gp	1d3 ³	1d4 ³	x2	10 ft.	2 lb.	Bludgeoning
Crossbow, hand	100 gp	1d3	1d4	19–20/x2	30 ft.	2 lb.	Piercing
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19–20/x2	120 ft.	12 lb.	Piercing
Bolts (5)	1 gp	—	—	—	1 lb.	—	—
Crossbow,	250 gp	1d6	1d8	19–20/x2	80 ft.	6 lb.	Piercing

repeating light							
Bolts (5)	1 gp	—	—	—	1 lb.	—	
Net	20 gp	—	—	10 ft.	6 lb.	—	
Shuriken (5)	1 gp	1	1d2	x2	10 ft.	1/2 lb.	Piercing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
 2 When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”
 3 The weapon deals nonlethal damage rather than lethal damage.
 4 Reach weapon.
 5 Double weapon.

Weapons found on Table: Weapons that have special options for the wielder (“you”) are described below. Splash weapons are described under Special Substances and Items.

Arrows: An arrow used as a melee weapon is treated as a light improvised weapon (−4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Axe, Orc Double: An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon.

A creature wielding an orc double axe in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

Bolas: You can use this weapon to make a ranged trip attack against an opponent. You can’t be tripped during your own trip attempt when using a set of bolas.

Bolts: A crossbow bolt used as a melee weapon is treated as a light improvised weapon (−4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Bullets, Sling: Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Chain, Spiked: A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

You can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped.

When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn’t a light weapon for you.

Crossbow, Hand: You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Crossbow, Heavy: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a −4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Light: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a −2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Dagger: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

Flail, Dire: A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

Flail or Heavy Flail: With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

Gauntlet, Spiked: Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Glaive: A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Guisarme: A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Halberd: If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

You can use a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Hammer, Gnome Hooked: A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit x3). Its hook is a piercing weapon that deals 1d4 points of damage (crit x4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

You can use a gnome hooked hammer to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped.

Gnomes treat gnome hooked hammers as martial weapons.

Javelin: Since it is not designed for melee, you are treated as nonproficient with it and take a -4 penalty on attack rolls if you use a javelin as a melee weapon.

Kama: The kama is a special monk weapon. This designation gives a monk wielding a kama special options.

You can use a kama to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

Lance: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

Longbow: You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

Longbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Longspear: A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Net: A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on

an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

Nunchaku: The nunchaku is a special monk weapon. This designation gives a monk wielding a nunchaku special options. With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

Quarterstaff: A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.

Ranseur: A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Rapier: You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Sai: With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

The sai is a special monk weapon. This designation gives a monk wielding a sai special options.

Scythe: A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

Shield, Heavy or Light: You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow: You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

Shortbow, Composite: You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

Shortspear: A shortspear is small enough to wield one-handed. It may also be thrown.

Shuriken: A shuriken is a special monk weapon. This designation gives a monk wielding shuriken special options. A shuriken can't be used as a melee weapon.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them and what happens to them after they are thrown.

Siangham: The siangham is a special monk weapon. This designation gives a monk wielding a siangham special options.

Sickle: A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

Sling: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you and you take a -1 penalty on attack rolls.

Spear: A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor for details.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See Armor for details.

Strike, Unarmed: A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character

deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

Sword, Bastard: A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Sword, Two-Bladed: A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Trident: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

Urgrosh, Dwarven: A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage. Dwarves treat dwarven urgroses as martial weapons.

Waraxe, Dwarven: A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

MASTERWORK WEAPONS

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls.

You can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (see the Craft skill). The masterwork quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (+600 gp).

Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn't stack with the enhancement bonus provided by the weapon's magic.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.

ARMOR

ARMOR QUALITIES

To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most classes are automatically proficient with the armors that work best for them.

Armor and shields can take damage from some types of attacks.

Here is the format for armor entries (given as column headings on Table: Armor and Shields, below).

Cost: The cost of the armor for Small or Medium humanoid creatures. See Armor for Unusual Creatures, below, for armor prices for other creatures.

Armor/Shield Bonus: Each armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities.

Even if a character's Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to AC.

Your character's encumbrance (the amount of gear he or she carries) may also restrict the maximum Dexterity bonus that can be applied to his or her Armor Class.

Shields: Shields do not affect a character's maximum Dexterity bonus.

Armor Check Penalty: Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

Shields: If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn: A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

Sleeping in Armor: A character who sleeps in medium or heavy armor is automatically fatigued the next day. He or she takes a -2 penalty on Strength and Dexterity and can't charge or run. Sleeping in light armor does not cause fatigue.

Arcane Spell Failure: Armor interferes with the gestures that a spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they're wearing armor. Bards can wear light armor without incurring any arcane spell failure chance for their bard spells.

Casting an Arcane Spell in Armor: A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure Chance column on Table: Armor and Shields is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

Shields: If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

Speed: Medium or heavy armor slows the wearer down. The number on Table: Armor and Shields is the character's speed while wearing the armor. Humans, elves, half-elves, and half-orcs have an unencumbered speed of 30 feet.

They use the first column. Dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields: Shields do not affect a character's speed.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Table: Armor and Shields

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	— Speed —		
						(30 ft.)	(20 ft.)	Weight ¹
Light armor								
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lb.
Chain shirt	100 gp	+4	+4	-2	20%	30 ft.	20 ft.	25 lb.
Medium armor								
Hide	15 gp	+3	+4	-3	20%	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	-4	25%	20 ft.	15 ft.	30 lb.
Chainmail	150 gp	+5	+2	-5	30%	20 ft.	15 ft.	40 lb.
Breastplate	200 gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lb.
Heavy armor								
Splint mail	200 gp	+6	+0	-7	40%	20 ft. ²	15 ft. ²	45 lb.

Banded mail	250 gp	+6	+1	-6	35%	20 ft. ²	15 ft. ²	35 lb.
Half-plate	600 gp	+7	+0	-7	40%	20 ft. ²	15 ft. ²	50 lb.
Full plate	1,500 gp	+8	+1	-6	35%	20 ft. ²	15 ft. ²	50 lb.
Shields								
Buckler	15 gp	+1	—	-1	5%	—	—	5 lb.
Shield, light wooden	3 gp	+1	—	-1	5%	—	—	5 lb.
Shield, light steel	9 gp	+1	—	-1	5%	—	—	6 lb.
Shield, heavy wooden	7 gp	+2	—	-2	15%	—	—	10 lb.
Shield, heavy steel	20 gp	+2	—	-2	15%	—	—	15 lb.
Shield, tower	30 gp	+4 ³	+2	-10	50%	—	—	45 lb.
Extras								
Armor spikes	+50 gp	—	—	—	—	—	—	+10 lb.
Gauntlet, locked	8 gp	—	—	Special	⁴	—	—	+5 lb.
Shield spikes	+10 gp	—	—	—	—	—	—	+5 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

2 When running in heavy armor, you move only triple your speed, not quadruple.

3 A tower shield can instead grant you cover. See the description.

4 Hand not free to cast spells.

ARMOR DESCRIPTIONS

Any special benefits or accessories to the types of armor found on Table: Armor and Shields are described below.

Armor Spikes: You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table: Weapons) on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a -4 penalty on grapple checks when you try to use them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.)

An enhancement bonus to a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Banded Mail: The suit includes gauntlets.

Breastplate: It comes with a helmet and greaves.

Buckler: This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don't get the buckler's AC bonus for the rest of the round.

You can't bash someone with a buckler.

Chain Shirt: A chain shirt comes with a steel cap.

Chainmail: The suit includes gauntlets.

Full Plate: The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gold pieces.

Gauntlet, Locked: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity.

The price given is for a single locked gauntlet. The weight given applies only if you're wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can't use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.)

Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

Half-Plate: The suit includes gauntlets.

Scale Mail: The suit includes gauntlets.

Shield, Heavy, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy

that you can't use your shield hand for anything else.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a heavy shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a heavy shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Light, Wooden or Steel: You strap a shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.

Wooden or Steel: Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks: You can bash an opponent with a light shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Tower: This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.

Shield Spikes: When added to your shield, these spikes turn it into a martial piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above).

An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

Splint Mail: The suit includes gauntlets.

MASTERWORK ARMOR

Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1.

A masterwork suit of armor or shield costs an extra 150 gp over and above the normal cost for that type of armor or shield. The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon.

All magic armors and shields are automatically considered to be of masterwork quality.

You can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item.

ARMOR FOR UNUSUAL CREATURES

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on Table: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

	Humanoid	Nonhumanoid		
Size	Cost	Weight	Cost	Weight
Tiny or smaller ¹	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

¹ Divide armor bonus by 2.

GETTING INTO AND OUT OF ARMOR

The time required to don armor depends on its type; see Table: Donning Armor.

Don: This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readying (strapping on) a shield is only a move action.

Don Hastily: This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

Remove: This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

Table: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute ¹
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes ¹	1 minute	1 minute ¹
Half-plate or full plate	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹

1 If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

2 The wearer must have help to don this armor. Without help, it can be donned only hastily.

GOODS AND SERVICES

Table: Goods and Services

Adventuring Gear	Cost	Weight
Backpack (empty)	2 gp	2 lb. ¹
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb. ¹
Bell	1 gp	—
Blanket, winter	5 sp	3 lb. ¹
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	—
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask (empty)	3 cp	1-1/2 lb.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock		1 lb.
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.

Mug/Tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt (empty)	1 gp	1/2 lb. ¹
Ram, portable	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb. ¹
Rope, hempen (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	1/2 lb. ¹
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Signal whistle	8 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb. ¹
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	1/10 lb.
Waterskin	1 gp	4 lb. ¹
Whetstone	2 cp	1 lb.

Special Substances and Items

Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Everburning torch	110 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Smokestick	20 gp	1/2 lb.
Sunrod	2 gp	1 lb.
Tanglefoot bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	—

Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb. ¹
Disguise kit	50 gp	8 lb. ¹
Healer's kit	50 gp	1 lb.
Holly and mistletoe	—	—
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	—
Musical instrument, common	5 gp	3 lb. ¹
Musical instrument, masterwork	100 gp	3 lb. ¹
Scale, merchant's	2 gp	1 lb.

Spell component pouch	5 gp	2 lb.
Spellbook, wizard's (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Tool, masterwork	50 gp	1 lb.
Water clock	1,000 gp	200 lb.

Clothing

Item	Cost	Weight
Artisan's outfit	1 gp	4 lb. ¹
Cleric's vestments	5 gp	6 lb. ¹
Cold weather outfit	8 gp	7 lb. ¹
Courtier's outfit	30 gp	6 lb. ¹
Entertainer's outfit	3 gp	4 lb. ¹
Explorer's outfit	10 gp	8 lb. ¹
Monk's outfit	5 gp	2 lb. ¹
Noble's outfit	75 gp	10 lb. ¹
Peasant's outfit	1 sp	2 lb. ¹
Royal outfit	200 gp	15 lb. ¹
Scholar's outfit	5 gp	6 lb. ¹
Traveler's outfit	1 gp	5 lb. ¹

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1-1/2 lb.

Mounts and Related Gear

Item	Cost	Weight
Barding		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	—
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse		
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—

Warpony	100 gp	—
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

Transport

Item	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Galley	30,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lb.
Oar	2 gp	10 lb.
Sailing ship	10,000 gp	—
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Warship	25,000 gp	—

Spellcasting and Services

Service	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Spell, 0-level	Caster level x 5 gp ²
Spell, 1st-level	Caster level x 10 gp ²
Spell, 2nd-level	Caster level x 20 gp ²
Spell, 3rd-level	Caster level x 30 gp ²
Spell, 4th-level	Caster level x 40 gp ²
Spell, 5th-level	Caster level x 50 gp ²
Spell, 6th-level	Caster level x 60 gp ²
Spell, 7th-level	Caster level x 70 gp ²
Spell, 8th-level	Caster level x 80 gp ²
Spell, 9th-level	Caster level x 90 gp ²

— No weight, or no weight worth noting.

1 These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

2 See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not generally available.

ADVENTURING GEAR

few of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user ("you").

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2- pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature's

shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar: A crowbar grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Lantern, Hooded: A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DC to open a lock with the Open Lock skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles and Manacles, Masterwork: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points.

Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature.

For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist's fire, except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Ram, Portable: This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hempen: This rope has 2 hit points and can be burst with a DC 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

SPECIAL SUBSTANCES AND ITEMS

Any of these substances except for the everburning torch and holy water can be made by a character with the Craft (alchemy) skill.

Acid: You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire: You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire

damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antitoxin: If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Everburning Torch: This otherwise normal torch has a *continual flame* spell cast upon it. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius.

Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit).

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (treat the effect as a *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately.

Thunderstone: You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface.

Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

TOOLS AND SKILL KITS

Alchemist's Lab: An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (-2 penalty on Craft checks), if you can do the job at all.

Artisan's Tools, Masterwork: These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

Climber's Kit: This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.

Disguise Kit: The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks. A disguise kit is exhausted after ten uses.

Healer's Kit: It is the perfect tool for healing and provides a +2 circumstance bonus on Heal checks. A healer's kit is exhausted after ten uses.

Holy Symbol, Silver or Wooden: A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol.

Unholy Symbols: An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

Scale, Merchant's: A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

Spell Component Pouch: A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch.

Spellbook, Wizard's (Blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells).

Thieves' Tools: This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock: This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

CLOTHING

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (-2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

FOOD, DRINK, AND LODGING

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a

place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

MOUNTS AND RELATED GEAR

Barding, Medium Creature and Large Creature: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: Armor and Shields. Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see Armor for Unusual Creatures). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Base Speed			
Barding	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft. ¹	35 ft. ¹	40 ft. ¹

¹ A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

Horse: A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling.

Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

TRANSPORT

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed

or under sail.

Rowboat: This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

SPELLCASTING AND SERVICES

Sometimes the best solution for a problem is to hire someone else to take care of it.

Coach Cab: The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell: The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience (generally at least 24 hours later, so that the spellcaster has time to prepare the spell in question). If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of that component to the cost of the spell.

If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell. If the spell has an XP cost, add 5 gp per XP lost.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells.

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SPECIAL MATERIALS

In addition to magic items created with spells, some substances have innate special properties.

If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material. However, you can build a double weapon with each head made of a different special material.

SPECIAL WEAPONS MATERIALS

Each of the special materials described below has a definite game effect. Some creatures have damage reduction based on their creature type or core concept. Some are resistant to all but a special type of damage, such as that dealt by evil-aligned weapons or bludgeoning weapons. Others are vulnerable to weapons of a particular material. Characters may choose to carry several different types of weapons, depending upon the campaign and types of creatures they most commonly encounter.

Adamantine: This ultrahard metal adds to the quality of a weapon or suit of armor. Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20. Armor made from adamantine grants its wearer damage reduction of 1/- if it's light armor, 2/- if it's medium armor, and 3/- if it's heavy armor. Adamantine is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given below. Thus, adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of adamantine armor is lessened by 1 compared to ordinary armor of its type. Items without metal parts cannot be made from adamantine. An arrow could be made of adamantine, but a quarterstaff could not.

Only weapons, armor, and shields normally made of metal can be fashioned from adamantine. Weapons, armor and shields normally made of steel that are made of adamantine have one-third more hit points than normal. Adamantine has 40 hit points per inch of thickness and hardness 20.

Type of Adamantine Item	Item Cost Modifier
Ammunition	+60 gp
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+15,000 gp
Weapon	+3,000 gp

Darkwood: This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item.

Darkwood has 10 hit points per inch of thickness and hardness 5.

Dragonhide: Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality. One dragon produces enough hide for a single suit of masterwork hide armor for a creature one size category smaller than the dragon. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of masterwork banded mail for a creature two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller, or one masterwork breastplate or suit of full plate for a creature four sizes smaller. In each case, enough hide is available to produce a small or large masterwork shield in addition to the armor, provided that the dragon is Large or larger.

Because dragonhide armor isn't made of metal, druids can wear it without penalty.

Dragonhide armor costs double what masterwork armor of that type ordinarily costs, but it takes no longer to make than ordinary armor of that type.

Dragonhide has 10 hit points per inch of thickness and hardness 10.

Iron, Cold: This iron, mined deep underground, known for its effectiveness against fey creatures, is forged at a lower temperature to preserve its delicate properties. Weapons made of cold iron cost twice as much to make as their normal counterparts. Also, any magical enhancements cost an additional 2,000 gp.

Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not. A double weapon that has only half of it made of cold iron increases its cost by 50%.

Cold iron has 30 hit points per inch of thickness and hardness 10.

Mithral: Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a scythe cannot be.)

Weapons or armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below.

Mithral has 30 hit points per inch of thickness and hardness 15.

Type of Mithral Item	Item Cost Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.

Silver, Alchemical: A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it bypasses the damage reduction of creatures such as lycanthropes.

On a successful attack with a silvered weapon, the wielder takes a -1 penalty on the damage roll (with the usual minimum of 1 point of damage). The alchemical silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantine, cold iron, and mithral.

Alchemical silver has 10 hit points per inch of thickness and hardness 8.

Type of Alchemical Silver Item	Item Cost Modifier
Ammunition	+2 gp
Light weapon	+20 gp
One-handed weapon, or one head of a double weapon	+90 gp
Two-handed weapon, or both heads of a double weapon	+180 gp

COMBAT I (BASICS)

HOW COMBAT WORKS

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
4. Combatants act in initiative order (highest to lowest).
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

COMBAT STATISTICS

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

ATTACK ROLL

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Armor Class, you hit and deal damage.

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

ATTACK BONUS

Your attack bonus with a melee weapon is:

Base attack bonus + Strength modifier + size modifier

With a ranged weapon, your attack bonus is:

Base attack bonus + Dexterity modifier + size modifier + range penalty

Table: Size Modifiers

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

DAMAGE

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.

Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Strength Bonus: When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus.

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon with two hands.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. *Note:* When you multiply damage more than once, each multiplier works off

the original, unmultiplied damage.

Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

Ability Damage: Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score).

ARMOR CLASS

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your AC is equal to the following: 10 + armor bonus + shield bonus + Dexterity modifier + size modifier

Note that armor limits your Dexterity bonus, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your AC.

Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to AC. (If you don't have a Dexterity bonus, nothing happens.)

Other Modifiers: Many other factors modify your AC.

Enhancement Bonuses: Enhancement effects make your armor better.

Deflection Bonus: Magical deflection effects ward off attacks and improve your AC.

Natural Armor: Natural armor improves your AC.

Dodge Bonuses: Some other AC bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to AC.) Unlike most sorts of bonuses, dodge bonuses stack with each other.

Touch Attacks: Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally.

HIT POINTS

When your hit point total reaches 0, you're disabled. When it reaches -1, you're dying. When it gets to -10, you're dead.

SPEED

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armor you're wearing.

Dwarves, gnomes, and halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing medium or heavy armor (except for dwarves, who move 20 feet in any armor).

Humans, elves, half-elves, and half-orcs have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor. If you use two move actions in a round (sometimes called a "double move" action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor).

SAVING THROWS

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level, and an ability score. Your saving throw modifier is: Base save bonus + ability modifier

Saving Throw Types: The three different kinds of saving throws are Fortitude, Reflex, and Will:

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws.

Reflex: These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws.

Will: These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws.

Saving Throw Difficulty Class: The DC for a save is determined by the attack itself.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure (and may cause damage to exposed items; see Items Surviving after a Saving Throw). A natural 20 (the d20 comes up 20) is always a success.

INITIATIVE

Initiative Checks: At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his

or her initiative changing; see Special Initiative Actions).

If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Flat-Footed: At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus to AC (if any) while flat-footed. Barbarians and rogues have the uncanny dodge extraordinary ability, which allows them to avoid losing their Dexterity bonus to AC due to being flat-footed.

A flat-footed character can't make attacks of opportunity.

Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

SURPRISE

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Determining Awareness

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for Listen checks, Spot checks, or other checks.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to AC.

ATTACKS OF OPPORTUNITY

Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.

Threatened Squares: You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.

Reach Weapons: Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Provoking an Attack of Opportunity: Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.

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

Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Table: Actions in Combat notes many of the actions that provoke attacks of opportunity. Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack, and you can only make one per round. You don't have to make an attack of opportunity if you don't want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus—even if you've already attacked in the round. An attack of opportunity “interrupts” the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

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

ACTIONS IN COMBAT

THE COMBAT ROUND

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action.

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

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

ACTION TYPES

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

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

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

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

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

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

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

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

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

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

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

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

Table: Actions in Combat

Standard Action	Attack of Opportunity ¹
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid another	Maybe ²
Bull rush	Yes
Cast a spell (1 standard action casting time)	Yes
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Drink a potion or apply an oil	Yes

Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Make a dying friend stable (see Heal skill)	Yes
Overrun	No
Read a scroll	Yes
Ready (triggers a standard action)	No
Sunder a weapon (attack)	Yes
Sunder an object (attack)	Maybe ³
Total defense	No
Turn or rebuke undead	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No
Move Action	Attack of Opportunity¹
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon ⁴	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount a horse or dismount	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or loose a shield ⁴	No
Retrieve a stored item	Yes
Full-Round Action	Attack of Opportunity¹
Full attack	No
Charge ⁵	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use touch spell on up to six friends	Yes
Withdraw ⁵	No
Free Action	Attack of Opportunity¹
Cast a quickened spell	No
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell ⁶	No
Speak	No
No Action	Attack of Opportunity¹

Delay	No
5-foot step	No
Action Type Varies	
Disarm ⁷	Yes
Grapple ⁷	Yes
Trip an opponent ⁷	Yes
Use feat ⁸	Varies
1	Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
2	If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.
3	If the object is being held, carried, or worn by a creature, yes. If not, no.
4	If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
5	May be taken as a standard action if you are limited to taking only a single action in a round.
6	Unless the component is an extremely large or awkward item.
7	These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.
8	The description of a feat defines its effect.

STANDARD ACTIONS

Attack

Making an attack is a standard action.

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

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

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

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

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

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

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

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

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

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

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

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

Damage Rolls: If the attack roll result equals or exceeds the target's AC, the attack hits and you deal damage. Roll the

appropriate damage for your weapon. Damage is deducted from the target's current hit points.

Multiple Attacks: A character who can make more than one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.

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

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

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

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

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

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

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

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

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

Spells and Critical Hits: A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

Cast a Spell

Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action.

Note: You retain your Dexterity bonus to AC while casting.

Spell Components: To cast a spell with a verbal (V) component, your character must speak in a firm voice. If you're gagged or in the area of a *silence* spell, you can't cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You can't cast a spell of this type while bound, grappling, or with both your hands full or occupied.

To cast a spell with a material (M), focus (F), or divine focus (DF) component, you have to have the proper materials, as described by the spell. Unless these materials are elaborate preparing these materials is a free action. For material components and focuses whose costs are not listed, you can assume that you have them if you have your spell component pouch.

Some spells have an experience point (XP) component and entail an experience point cost to you. No spell can restore the lost XP. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to achieve a new level, immediately spend the XP on casting the spell rather than keeping it to advance a level. The XP are expended when you cast the spell, whether or not the casting succeeds.

Concentration: You must concentrate to cast a spell. If you can't concentrate you can't cast a spell. If you start casting a spell but something interferes with your concentration you must make a Concentration check or lose the spell. The check's DC depends on what is threatening your concentration (see the Concentration skill). If you fail, the spell fizzles with no effect. If you prepare spells, it is lost from preparation. If you cast at will, it counts against your daily limit of spells even though you did not cast it successfully.

Concentrating to Maintain a Spell: Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a standard action that doesn't provoke an attack of opportunity. Anything that could break your concentration when casting a spell can keep you from concentrating to maintain a spell. If your concentration breaks, the spell ends.

Casting Time: Most spells have a casting time of 1 standard action. A spell cast in this manner immediately takes effect.

Attacks of Opportunity: Generally, if you cast a spell, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Concentration check (DC 10 + points of damage taken + spell level) or lose the spell. Spells that require only a free action to cast don't provoke attacks of opportunity.

Casting on the Defensive: Casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means that you lose the spell.

Touch Spells in Combat: Many spells have a range of touch. To use these spells, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to

touch) the target. You may take your move before casting the spell, after touching the target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself, but to touch an opponent, you must succeed on an attack roll.

Touch Attacks: Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. However, the act of casting a spell does provoke an attack of opportunity. Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent's AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. His size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

Holding the Charge: If you don't discharge the spell in the round when you cast the spell, you can hold the discharge of the spell (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. In this case, you aren't considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn't provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

Dismiss a Spell: Dismissing an active spell is a standard action that doesn't provoke attacks of opportunity.

Activate Magic Item

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

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

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

Use Special Ability

Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability.

Spell-Like Abilities: Using a spell-like ability works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell-like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The casting time of a spell-like ability is 1 standard action, unless the ability description notes otherwise.

Using a Spell-Like Ability on the Defensive: You may attempt to use a spell-like ability on the defensive, just as with casting a spell. If the Concentration check (DC 15 + spell level) fails, you can't use the ability, but the attempt counts as if you had used the ability.

Supernatural Abilities: Using a supernatural ability is usually a standard action (unless defined otherwise by the ability's description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Extraordinary Abilities: Using an extraordinary ability is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concentration, and do not provoke attacks of opportunity.

Total Defense

You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack). You can't make attacks of opportunity while using total defense.

Start/Complete Full-Round Action

The "start full-round action" standard action lets you start undertaking a full-round action, which you can complete in the following round by using another standard action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

MOVE ACTIONS

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

Move

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

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

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

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

Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

Ready or Loose a Shield

Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.

Dropping a carried (but not worn) shield is a free action.

Manipulate an Item

In most cases, moving or manipulating an item is a move action.

This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.

Examples of this kind of action, along with whether they incur an attack of opportunity, are given in Table: Actions in Combat.

Direct or Redirect a Spell

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration.

Stand Up

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

Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.

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

FULL-ROUND ACTIONS

A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

Full Attack

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

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

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

Deciding between an Attack or a Full Attack: After your first attack, you can decide to take a move action instead of

making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

Fighting Defensively as a Full-Round Action: You can choose to fight defensively when taking a full attack action. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

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

Cast a Spell

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

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

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

You only provoke attacks of opportunity when you begin casting a spell, even though you might continue casting for at least one full round. While casting a spell, you don't threaten any squares around you.

This action is otherwise identical to the cast a spell action described under Standard Actions.

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

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

Use Special Ability

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability.

Withdraw

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

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

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

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

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

Run

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

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

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

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

Move 5 Feet through Difficult Terrain

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single

square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally.

FREE ACTIONS

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

Drop an Item

Dropping an item in your space or into an adjacent square is a free action.

Drop Prone

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

Speak

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

Cease Concentration on Spell

You can stop concentrating on an active spell as a free action.

Cast a Quickened Spell

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

MISCELLANEOUS ACTIONS

Take 5-Foot Step

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

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

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

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

Use Feat

Certain feats let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

Use Skill

Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely.

The individual skill descriptions tell you what sorts of actions are required to perform skills.

INJURY AND DEATH

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

LOSS OF HIT POINTS

The most common way that your character gets hurt is to take lethal damage and lose hit points.

What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage: Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're disabled.

At from -1 to -9 hit points, you're dying.

At -10 or lower, you're dead.

Massive Damage: If you ever sustain a single attack deals 50 points of damage or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.

DISABLED (0 HIT POINTS)

When your current hit points drop to exactly 0, you're disabled.

You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at -1 hit points, and you're dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see Stable Characters and Recovery, below).

DYING (-1 TO -9 HIT POINTS)

When your character's current hit points drop to between -1 and -9 inclusive, he's dying.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

DEAD (-10 HIT POINTS OR LOWER)

When your character's current hit points drop to -10 or lower, or if he takes massive damage (see above), he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

STABLE CHARACTERS AND RECOVERY

On the next turn after a character is reduced to between -1 and -9 hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn't, he loses 1 hit point. (A character who's unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)

If the character's hit points drop to -10 or lower, he's dead.

You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check.

If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A spellcaster retains the spellcasting capability she had before dropping below 0 hit points.

A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

Recovering with Help: One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had 0 hit points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.

Recovering without Help: A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own.

A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

HEALING

After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't

regain hit points past your full normal hit point total.

Natural Healing: With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

Magical Healing: Various abilities and spells can restore hit points.

Healing Limits: You can never recover more hit points than you lost. Magical healing won't raise your current hit points higher than your full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

TEMPORARY HIT POINTS

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further.

When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

NONLETHAL DAMAGE

Dealing Nonlethal Damage: Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. *Do not deduct the nonlethal damage number from your current hit points.* It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a -4 penalty on your attack roll.

Lethal Damage with a Weapon that Deals Nonlethal Damage: You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a -4 penalty on your attack roll.

Staggered and Unconscious: When your nonlethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 hit point per hour per character level.

When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

COMBAT II (MOVEMENT, MODIFIERS, SPECIAL ACTIONS)

MOVEMENT, POSITION, AND DISTANCE

Miniatures are on the 30mm scale—a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by-5-foot area.

TACTICAL MOVEMENT

How Far Can Your Character Move?

Your speed is determined by your race and your armor (see Table: Tactical Speed). Your speed while unarmored is your base land speed.

Encumbrance: A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement.

Movement in Combat: Generally, you can move your speed in a round and still do something (take a move action and a standard action).

If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed.

If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round you can only take a 5-foot step.

Bonuses to Speed: A barbarian has a +10 foot bonus to his speed (unless he's wearing heavy armor). Experienced monks also have higher speed (unless they're wearing armor of any sort). In addition, many spells and magic items can affect a character's speed. Always apply any modifiers to a character's speed before adjusting the character's speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character's speed don't stack.

Table: Tactical Speed

Race	No Armor or Light Armor	Medium or Heavy Armor
Human, elf, half-elf, half-orc	30 ft.(6 squares)	20 ft.(4 squares)
Dwarf	20 ft.(4 squares)	20 ft.(4 squares)
Halfling, gnome	20 ft.(4 squares)	15 ft.(3 squares)

Measuring Distance

Diagonals: When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent.

You can also move diagonally past other impassable obstacles, such as pits.

Closest Creature: When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving through a Square

Friend: You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

Opponent: You can't move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent without penalty. (Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

Ending Your Movement: You can't end your movement in the same square as another creature unless it is helpless.

Overrun: During your movement you can attempt to move through a square occupied by an opponent.

Tumbling: A trained character can attempt to tumble through a square occupied by an opponent (see the Tumble skill).

Very Small Creature: A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

Square Occupied by Creature Three Sizes Larger or Smaller: Any creature can move through a square occupied by a creature three size categories larger than it is.

A big creature can move through a square occupied by a creature three size categories smaller than it is.

Designated Exceptions: Some creatures break the above rules. A creature that completely fills the squares it occupies cannot

be moved past, even with the Tumble skill or similar special abilities.

Terrain and Obstacles

Difficult Terrain: Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain. If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

Obstacles: Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles.

Squeezing: In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least half as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a -4 penalty on attack rolls and a -4 penalty to AC.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Escape Artist skill. You can't attack while using Escape Artist to squeeze through or into a narrow space, you take a -4 penalty to AC, and you lose any Dexterity bonus to AC.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost: When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.) Such movement provokes attacks of opportunity as normal (despite the distance covered, this move isn't a 5-foot step).

BIG AND LITTLE CREATURES IN COMBAT

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures: Very large creatures take up more than 1 square.

Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares.

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against you if

you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of opportunity is not provoked if you take a 5-foot step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

Table: Creature Size and Scale

Creature Size	Space ¹	Natural Reach ¹
Fine	1/2 ft.	0
Diminutive	1 ft.	0
Tiny	2-1/2 ft.	0
Small	5 ft.	5 ft.
Medium	5 ft.	5 ft.
Large (tall)	10 ft.	10 ft.
Large (long)	10 ft.	5 ft.
Huge (tall)	15 ft.	15 ft.
Huge (long)	15 ft.	10 ft.
Gargantuan (tall)	20 ft.	20 ft.
Gargantuan (long)	20 ft.	15 ft.
Colossal (tall)	30 ft.	30 ft.
Colossal (long)	30 ft.	20 ft.

1 These values are typical for creatures of the indicated size.

Some exceptions exist.

COMBAT MODIFIERS

FAVORABLE AND UNFAVORABLE CONDITIONS

Table: Attack Roll Modifiers

Attacker is . . .	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 ¹	-2 ¹
Flanking defender	+2	-
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Prone	-4	- ³
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

1 An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.

2 The defender loses any Dexterity bonus to AC. This bonus doesn't apply if the target is blinded.

3 Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

Table: Armor Class Modifiers

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 ¹	-2 ¹
Concealed or invisible	— See Concealment —	
Cowering	-2 ¹	-2 ¹
Entangled	+0 ²	+0 ²
Flat-footed (such as surprised, balancing, climbing)	+0 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ^{1, 3}
Helpless (such as paralyzed, sleeping, or bound)	-4 ⁴	+0 ⁴
Kneeling or sitting	-2	+2
Pinned	-4	+0 ⁴

Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 ¹	-2 ¹
1 The defender loses any Dexterity bonus to AC.		
2 An entangled character takes a -4 penalty to Dexterity.		
3 Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.		
4 Treat the defender's Dexterity as 0 (-5 modifier). Rogues can sneak attack helpless or pinned defenders.		

COVER

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to AC).

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

Low Obstacles and Cover: A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

Cover and Attacks of Opportunity: You can't execute an attack of opportunity against an opponent with cover relative to you.

Cover and Reflex Saves: Cover grants you a +2 bonus on Reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Cover and Hide Checks: You can use cover to make a Hide check. Without cover, you usually need concealment (see below) to make a Hide check.

Soft Cover: Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex saves, nor does soft cover allow you to make a Hide check.

Big Creatures and Cover: Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Total Cover: If you don't have line of effect to your target he is considered to have total cover from you. You can't make an attack against a target that has total cover.

Varying Degrees of Cover: In some cases, cover may provide a greater bonus to AC and Reflex saves. In such situations the normal cover bonuses to AC and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex save bonus applies. Furthermore, improved cover provides a +10 bonus on Hide checks.

CONCEALMENT

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you use the rules for determining concealment from ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

Concealment and Hide Checks: You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.

Total Concealment: If you have line of effect to a target but not line of sight he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or

squares the opponent occupies.

Ignoring Concealment: Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Hide checks if moving, or a +40 bonus on Hide checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).

Varying Degrees of Concealment: Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

FLANKING

When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking. Only a creature or character that threatens the defender can help an attacker get a flanking bonus.

Creatures with a reach of 0 feet can't flank an opponent.

HELPLESS DEFENDERS

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack: A helpless character takes a -4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks.

A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it were -5 (and a rogue can sneak attack him).

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target.

You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening opponents.

You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature once you've determined what square it's in, and one to deliver the coup de grace).

SPECIAL ATTACKS

Table: Special Attacks

Special Attack	Brief Description
Aid another	Grant an ally a +2 bonus on attacks or AC
Bull rush	Push an opponent back 5 feet or more
Charge	Move up to twice your speed and attack with +2 bonus
Disarm	Knock a weapon from your opponent's hands
Feint	Negate your opponent's Dex bonus to AC
Grapple	Wrestle with an opponent
Overrun	Plow past or over an opponent as you move
Sunder	Strike an opponent's weapon or shield
Throw splash weapon	Throw container of dangerous liquid at target
Trip	Trip an opponent
Turn (rebuke) undead	Channel positive (or negative) energy to turn away (or awe) undead
Two-weapon fighting	Fight with a weapon in each hand

AID ANOTHER

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a

standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack. You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

BULL RUSH

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

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

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

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

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

CHARGE

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

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

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

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

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

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

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

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

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

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

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

DISARM

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

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

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target you are trying to disarm. (If you have the

Improved Disarm feat, you don't incur an attack of opportunity for making a disarm attempt.) If the defender's attack of opportunity deals any damage, your disarm attempt fails.

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

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

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

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

Grabbing Items

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

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

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

FEINT

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

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

Feinting in combat does not provoke attacks of opportunity.

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

GRAPPLE

Grapple Checks

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

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

Starting a Grapple

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

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

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

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

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

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

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

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

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

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

Grappling Consequences

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

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

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

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

If You're Grappling

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

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

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

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

Cast a Spell: You can attempt to cast a spell while grappling or even while pinned (see below), provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any spell that requires precise and careful action is impossible to cast while grappling or being pinned. If the spell is one that you can cast while grappling, you must make a Concentration check (DC 20 + spell level) or lose the spell. You don't have to make a successful grapple check to cast the spell.

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

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

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

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

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

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

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

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

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

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

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

If You're Pinning an Opponent

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

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

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

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

If You're Pinned by an Opponent

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

Joining a Grapple

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

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

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round.

Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

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

MOUNTED COMBAT

Horses in Combat: Warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. If you don't dismount, you must make a DC 20 Ride check each round as a move action to control such a horse. If you succeed, you can perform a standard action after the move action. If you fail, the move action becomes a full round action and you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.

A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

Combat while Mounted: With a DC 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.

If your mount charges, you also take the AC penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance (see Charge).

You can use ranged weapons while your mount is taking a double move, but at a -4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a -8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally.

Casting Spells while Mounted: You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + spell level).

If Your Mount Falls in Battle: If your mount falls, you have to succeed on a DC 15 Ride check to make a soft fall and take

no damage. If the check fails, you take 1d6 points of damage.

If You Are Dropped: If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage.

Without you to guide it, your mount avoids combat.

OVERRUN

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

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

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

Step 2: Opponent Avoids? The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect and you may keep moving (You can always move through a square occupied by someone who lets you by.) The overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square). If your opponent doesn't avoid you, move to Step 3.

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

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

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

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

SUNDER

You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you're attempting to sunder a weapon or shield, follow the steps outlined here. (Attacking held objects other than weapons or shields is covered below.)

Table: Common Armor, Weapon, and Shield Hardness and Hit Points

Weapon or Shield	Hardness	HP ¹
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ²	armor bonus x 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

2 Varies by material.

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder. (If you have the Improved Sunder feat, you don't incur an attack of opportunity for making the attempt.)

Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

Step 3: Consequences. If you beat the defender, roll damage and deal it to the weapon or shield. See Table: Common Armor, Weapon, and Shield Hardness and Hit Points to determine how much damage you must deal to destroy the weapon or shield. If you fail the sunder attempt, you don't deal any damage.

Sundering a Carried or Worn Object: You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's AC. A carried or worn object's AC is equal to 10 + its size modifier + the Dexterity modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see Disarm. You can't sunder armor worn by another character.

THROW SPLASH WEAPON

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

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

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

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

TRIP

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

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

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

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

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

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

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

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

TURN OR REBUKE UNDEAD

Good clerics and paladins and some neutral clerics can channel positive energy, which can halt, drive off (rout), or destroy undead.

Evil clerics and some neutral clerics can channel negative energy, which can halt, awe (rebuke), control (command), or bolster undead.

Regardless of the effect, the general term for the activity is "turning." When attempting to exercise their divine control over

these creatures, characters make turning checks.

Turning Checks

Turning undead is a supernatural ability that a character can perform as a standard action. It does not provoke attacks of opportunity.

You must present your holy symbol to turn undead. Turning is considered an attack.

Times per Day: You may attempt to turn undead a number of times per day equal to $3 + \text{your Charisma modifier}$. You can increase this number by taking the Extra Turning feat.

Range: You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect.

Turning Check: The first thing you do is roll a turning check to see how powerful an undead creature you can turn. This is a Charisma check ($1d20 + \text{your Charisma modifier}$). Table: Turning Undead gives you the Hit Dice of the most powerful undead you can affect, relative to your level. On a given turning attempt, you can turn no undead creature whose Hit Dice exceed the result on this table.

Turning Damage: If your roll on Table: Turning Undead is high enough to let you turn at least some of the undead within 60 feet, roll $2d6 + \text{your cleric level} + \text{your Charisma modifier}$ for turning damage. That's how many total Hit Dice of undead you can turn.

If your Charisma score is average or low, it's possible to roll fewer Hit Dice of undead turned than indicated on Table: Turning Undead.

You may skip over already turned undead that are still within range, so that you do not waste your turning capacity on them.

Effect and Duration of Turning: Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect—you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

Destroying Undead: If you have twice as many levels (or more) as the undead have Hit Dice, you destroy any that you would normally turn.

Table: Turning Undead

Turning Check Result	Most Powerful Undead Affected (Maximum Hit Dice)
0 or lower	Cleric's level – 4
1–3	Cleric's level – 3
4–6	Cleric's level – 2
7–9	Cleric's level – 1
10–12	Cleric's level
13–15	Cleric's level + 1
16–18	Cleric's level + 2
19–21	Cleric's level + 3
22 or higher	Cleric's level + 4

Evil Clerics and Undead

Evil clerics channel negative energy to rebuke (awe) or command (control) undead rather than channeling positive energy to turn or destroy them. An evil cleric makes the equivalent of a turning check. Undead that would be turned are rebuked instead, and those that would be destroyed are commanded.

Rebuked: A rebuked undead creature cowers as if in awe (attack rolls against the creature get a +2 bonus). The effect lasts 10 rounds.

Commanded: A commanded undead creature is under the mental control of the evil cleric. The cleric must take a standard action to give mental orders to a commanded undead. At any one time, the cleric may command any number of undead whose total Hit Dice do not exceed his level. He may voluntarily relinquish command on any commanded undead creature or creatures in order to command new ones.

Dispelling Turning: An evil cleric may channel negative energy to dispel a good cleric's turning effect. The evil cleric makes a turning check as if attempting to rebuke the undead. If the turning check result is equal to or greater than the turning check result that the good cleric scored when turning the undead, then the undead are no longer turned. The evil cleric rolls turning damage of $2d6 + \text{cleric level} + \text{Charisma modifier}$ to see how many Hit Dice worth of undead he can affect in this way (as if he were rebuking them).

Bolstering Undead: An evil cleric may also bolster undead creatures against turning in advance. He makes a turning check as if attempting to rebuke the undead, but the Hit Dice result on Table: Turning Undead becomes the undead creatures'

effective Hit Dice as far as turning is concerned (provided the result is higher than the creatures' actual Hit Dice). The bolstering lasts 10 rounds. An evil undead cleric can bolster himself in this manner.

Neutral Clerics and Undead

A cleric of neutral alignment can either turn undead but not rebuke them, or rebuke undead but not turn them. See Turn or Rebuke Undead for more information.

Even if a cleric is neutral, channeling positive energy is a good act and channeling negative energy is evil.

Paladins and Undead

Beginning at 4th level, paladins can turn undead as if they were clerics of three levels lower than they actually are.

Turning Other Creatures

Some clerics have the ability to turn creatures other than undead.

The turning check result is determined as normal.

TWO-WEAPON FIGHTING

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways:

- If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
- The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.

Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Table: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

Double Weapons: You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

Thrown Weapons: The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

SPECIAL INITIATIVE ACTIONS

Here are ways to change when you act during combat by altering your place in the initiative order.

DELAY

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

You never get back the time you spend waiting to see what's going to happen. You can't, however, interrupt anyone else's action (as you can with a readied action).

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again).

If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

READY

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

Readying an Action: You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.

Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Distracting Spellcasters: You can ready an attack against a spellcaster with the trigger "if she starts casting a spell." If you damage the spellcaster, she may lose the spell she was trying to cast (as determined by her Concentration check result).

Readyng to Counterspell: You may ready a counterspell against a spellcaster (often with the trigger "if she starts casting a spell"). In this case, when the spellcaster starts a spell, you get a chance to identify it with a Spellcraft check (DC 15 + spell level). If you do, and if you can cast that same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster's spell. Counterspelling works even if one spell is divine and the other arcane.

A spellcaster can use *dispel magic* to counterspell another spellcaster, but it doesn't always work.

Readyng a Weapon against a Charge: You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

SPECIAL ABILITIES & CONDITIONS

SPECIAL ABILITIES

A special ability is either extraordinary, spell-like, or supernatural in nature.

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical. They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.

Spell-Like Abilities (Sp): Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and *dispel magic*. They do not function in areas where magic is suppressed or negated (such as an *antimagic field*).

Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance and do not function in areas where magic is suppressed or negated (such as an *antimagic field*). A supernatural ability's effect cannot be dispelled and is not subject to counterspells. See the table below for a summary of the types of special abilities.

Table: Special Ability Types

	Extraordinary	Spell-Like	Supernatural
Dispel	No	Yes	No
Spell resistance	No	Yes	No
Antimagic field	No	Yes	Yes
Attack of opportunity	No	Yes	No
<i>Dispel:</i> Can <i>dispel magic</i> and similar spells dispel the effects of abilities of that type?			
<i>Spell Resistance:</i> Does spell resistance protect a creature from these abilities?			
<i>Antimagic Field:</i> Does an <i>antimagic field</i> or similar magic suppress the ability?			
<i>Attack of Opportunity:</i> Does using the ability provoke attacks of opportunity the way that casting a spell does?			

ABILITY SCORE LOSS

Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells *lesser restoration* and *restoration* offset ability damage as well. Ability drain, however, is permanent, though *restoration* can restore even those lost ability score points.

While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Having a score of 0 in an ability is different from having no ability score whatsoever.

Some spells or abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses 1 hit point per Hit Die for every point by which his Constitution modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

ANTIMAGIC

An *antimagic field* spell or effect cancels magic altogether. An antimagic effect has the following powers and characteristics.

- No supernatural ability, spell-like ability, or spell works in an area of antimagic (but extraordinary abilities still work).
- Antimagic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the antimagic (the antimagic fades, the center of the effect moves away, and so on), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.
- Spell areas that include both an antimagic area and a normal area, but are not centered in the antimagic area, still function in the normal area. If the spell's center is in the antimagic area, then the spell is suppressed.
- Golems and other constructs, elementals, outsiders, and corporeal undead, still function in an antimagic area (though the antimagic area suppresses their spellcasting and their supernatural and spell-like abilities normally). If such creatures are summoned or conjured, however, see below.
- Summoned or conjured creatures of any type, as well as incorporeal undead, wink out if they enter the area of an antimagic effect. They reappear in the same spot once the field goes away.
- Magic items with continuous effects do not function in the area of an antimagic effect, but their effects are not canceled (so the contents of a *bag of holding* are unavailable, but neither spill out nor disappear forever).
- Two antimagic areas in the same place do not cancel each other out, nor do they stack.
- *Wall of force*, *prismatic wall*, and *prismatic sphere* are not affected by antimagic. *Break enchantment*, *dispel magic*, and *greater dispel magic* spells do not dispel antimagic. *Mage's disjunction* has a 1% chance per caster level of destroying an antimagic field. If the *antimagic field* survives the *disjunction*, no items within it are disjoined.

BLINDSIGHT AND BLINDSENSE

Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures using blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Blindsight: Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

BREATH WEAPON

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- Using a breath weapon is typically a standard action.
- No attack roll is necessary. The breath simply fills its stated area.
- Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.
- Breath weapons are supernatural abilities except where noted.
- Creatures are immune to their own breath weapons.
- Creatures unable to breathe can still use breath weapons. (The term is something of a misnomer.)

CHARM AND COMPELCTION

Many abilities and spells can cloud the minds of characters and monsters, leaving them unable to tell friend from foe—or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantments affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various *charm* spells. Essentially, a *charmed* character retains free will but makes choices according to a skewed view of the world.

- A *charmed* creature doesn't gain any magical ability to understand his new friend's language.

- A *charmed* character retains his original alignment and allegiances, generally with the exception that he now regards the *charming* creature as a dear friend and will give great weight to his suggestions and directions.
- A *charmed* character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).
- A *charmed* character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains *charmed*.
- A *charmed* character never obeys a command that is obviously suicidal or grievously harmful to her.
- If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.
- A *charmed* character who is openly attacked by the creature who *charmed* him or by that creature's apparent allies is automatically freed of the spell or effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

COLD IMMUNITY

A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

DAMAGE REDUCTION

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. Damage reduction may be overcome by special materials, by magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison, a monk's stunning, and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

Spells, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

DARKVISION

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

DEATH ATTACKS

In most cases, a death attack allows the victim a Fortitude save to avoid the effect, but if the save fails, the character dies instantly.

- *Raise dead* doesn't work on someone killed by a death attack.
- Death attacks slay instantly. A victim cannot be made stable and thereby kept alive.

- In case it matters, a dead character, no matter how she died, has -10 hit points.
- The spell *death ward* protects a character against these attacks.

DISEASE

When a character is injured by a contaminated attack touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases and defined below.

Disease: Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Types of Diseases: Typical diseases include the following:

Blinding Sickness: Spread in tainted water.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks."

Demon Fever: Night hags spread it. Can cause permanent ability drain.

Devil Chills: Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

Mindfire: Feels like your brain is burning. Causes stupor.

Mummy Rot: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Red Ache: Skin turns red, bloated, and warm to the touch.

The Shakes: Causes involuntary twitches, tremors, and fits.

Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

Table: Diseases

Disease	Infection DC	Incubation	Damage
Blinding sickness	Ingested 16	1d3 days	1d4 Str ¹
Cackle fever	Inhaled 16	1 day	1d6 Wis
<i>Demon fever</i>	Injury 18	1 day	1d6 Con ²
<i>Devil chills</i> ³	Injury 14	1d4 days	1d4 Str
Filth fever	Injury 12	1d3 days	1d3 Dex, 1d3 Con
Mindfire	Inhaled 12	1 day	1d4 Int
<i>Mummy rot</i> ⁴	Contact 20	1 day	1d6 Con
Red ache	Injury 15	1d3 days	1d6 Str
Shakes	Contact 13	1 day	1d8 Dex
Slimy doom	Contact 14	1 day	1d4 Con ²

1 Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

2 When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.

3 The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

4 Successful saves do not allow the character to recover. Only magical healing can save the character.

Healing a Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting. Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

ENERGY DRAIN AND NEGATIVE LEVELS

Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll—mere physical contact is not enough. Each successful energy drain attack bestows one or more negative levels on the opponent. A creature takes the following penalties for each negative level it has gained.

- 1 on all skill checks and ability checks.
- 1 on attack rolls and saving throws.
- 5 hit points.

-1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level). If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

Negative levels remain for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the afflicted creature must attempt a Fortitude save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it has gained. If the save fails, the negative level goes away, but the creature's level is also reduced by one.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight. A creature gains 5 temporary hit points for each negative level it bestows (though not if the negative level is caused by a spell or similar effect).

ETHERALNESS

Phase spiders and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. *See invisibility* and *true seeing* reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally. A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a *wall of force* blocks an ethereal creature, and a *magic missile* can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

EVASION AND IMPROVED EVASION

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. Rogues and monks have evasion and improved evasion as class features, but certain other creatures have these abilities, too.

If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.

As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Rogues and monks cannot use evasion in medium or heavy armor. Some creatures with the evasion ability as an innate quality do not have this limitation.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

FAST HEALING

A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts.

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fast healing does not increase the number of hit points regained when a creature polymorphs.

FEAR

Spells, magic items, and certain monsters can affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

Shaken: Characters who are shaken take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

FIRE IMMUNITY

A creature with fire immunity never takes fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

GASEOUS FORM

Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form can't run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as flow through the crack under a door. It can't, however, pass through solid matter. Gaseous creatures can't attack physically or cast spells with verbal, somatic, material, or focus components. They lose their supernatural abilities (except for the supernatural ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Gaseous creatures do not need to breathe and are immune to attacks involving breathing (troglodyte stench, poison gas, and the like).

Gaseous creatures can't enter water or other liquid. They are not ethereal or incorporeal. They are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

GAZE ATTACKS

While the medusa's gaze is well known, gaze attacks can also charm, curse, or even kill. Gaze attacks not produced by a spell are supernatural.

Each character within range of a gaze attack must attempt a saving throw (which can be a Fortitude or Will save) each round at the beginning of his turn.

An opponent can avert his eyes from the creature's face, looking at the creature's body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a saving throw. The creature with the gaze attack gains concealment relative to the opponent. An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a saving throw. The creature with the gaze attack gains total concealment relative to the opponent.

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature simply chooses a target within range, and that opponent must attempt a saving throw. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the saving throw (either 50% chance for averting eyes or 100% chance for shutting eyes). It is possible for an opponent to save against a creature's gaze twice during the same round, once before its own action and once during the creature's action.

Looking at the creature's image (such as in a mirror or as part of an illusion) does not subject the viewer to a gaze attack. A creature is immune to its own gaze attack.

If visibility is limited (by dim lighting, a fog, or the like) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that degree of concealment that a character won't need to make a saving throw in a given round. This chance is not cumulative with the chance for averting your eyes, but is rolled separately.

Invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally.

Unless specified otherwise, a creature with a gaze attack can control its gaze attack and "turn it off" when so desired.

INCORPOREALITY

Spectres, wraiths, and a few other creatures lack physical bodies. Such creatures are insubstantial and can't be touched by nonmagical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect or damage dealt by a ghost touch weapon.

Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks. They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see Invisibility, below).

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as mage armor or bracers of armor) or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

INVISIBILITY

The ability to move about unseen is not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt. Invisibility makes a creature undetectable by vision, including darkvision.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still, or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is ...	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result -4
Running or charging	Move Silently check result -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart *detect* spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

LEVEL LOSS

A character who loses a level instantly loses one Hit Die. The character's base attack bonus, base saving throw bonuses, and special class abilities are now reduced to the new, lower level. Likewise, the character loses any ability score gain, skill ranks, and any feat associated with the level (if applicable). If the exact ability score or skill ranks increased from a level now lost is unknown (or the player has forgotten), lose 1 point from the highest ability score or ranks from the highest-ranked skills. If a familiar or companion creature has abilities tied to a character who has lost a level, the creature's abilities are adjusted to fit the character's new level.

The victim's experience point total is immediately set to the midpoint of the previous level.

LOW-LIGHT VISION

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

PARALYSIS

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. (Paralysis from toxins is discussed in the Poison section below.)

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

The characteristics of poisons are summarized on Table: Poisons. Terms on the table are defined below.

Type: The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex save or accidentally poison himself with the weapon.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

Table: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp

Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Drow poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	75gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp

*Permanent drain, not temporary damage.

POLYMORPH

Magic can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

The *polymorph* spell defines the general polymorph effect.

Since creatures do not change types, a slaying or bane weapon designed to kill or harm creatures of a specific type affects those creatures even if they are polymorphed. Likewise, a creature polymorphed into the form of a creature of a different type is not subject to slaying and bane effects directed at that type of creature.

A ranger's favored enemy bonus is based on knowing what the foe is, so if a creature that is a ranger's favored enemy polymorphs into another form, the ranger is denied his bonus.

A dwarf's bonus for fighting giants is based on shape and size, so he does not gain a bonus against a giant polymorphed into something else, but does gain the bonus against any creature polymorphed into a giant.

PSIONICS

Telepathy, mental combat and psychic powers—psionics is a catchall word that describes special mental abilities possessed by various creatures. These are spell-like abilities that a creature generates from the power of its mind alone—no other outside magical force or ritual is needed. Each psionic creature's description contains details on its psionic abilities.

Psionic attacks almost always allow Will saving throws to resist them. However, not all psionic attacks are mental attacks.

Some psionic abilities allow the psionic creature to reshape its own body, heal its wounds, or teleport great distances. Some psionic creatures can see into the future, the past, and the present (in far-off locales) as well as read the minds of others.

RAYS

All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might be hard to hit her with the ray in the first place.

REGENERATION

Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a fixed rate.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to nonlethal damage and so doesn't go away. The creature's description includes the details.

Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Attack forms that don't deal hit point damage ignore regeneration.

An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

RESISTANCE TO ENERGY

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

SCENT

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

SPELL RESISTANCE

Spell resistance is the extraordinary ability to avoid being affected by spells. (Some spells also grant spell resistance.)

To affect a creature that has spell resistance, a spellcaster must make a caster level check ($1d20 + \text{caster level}$) at least equal to the creature's spell resistance. (The defender's spell resistance is like an Armor Class against magical attacks.) If the caster fails the check, the spell doesn't affect the creature. The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its spell resistance to operate.

Only spells and spell-like abilities are subject to spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. A creature can have some abilities that are subject to spell resistance and some that are not. Even some spells ignore spell resistance; see When Spell Resistance Applies, below.

A creature can voluntarily lower its spell resistance. Doing so is a standard action that does not provoke an attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's spell resistance automatically returns unless the creature intentionally keeps it down (also a standard action that does not provoke an attack of opportunity).

A creature's spell resistance never interferes with its own spells, items, or abilities.

A creature with spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow spell resistance upon another.

Spell resistance does not stack. It overlaps.

When Spell Resistance Applies

Each spell includes an entry that indicates whether spell resistance applies to the spell. In general, whether spell resistance applies depends on what the spell does:

Targeted Spells: Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its spell resistance separately.

Area Spells: Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

Effect Spells: Most effect spells summon or create something and are not subject to spell resistance. Sometimes, however, spell resistance applies to effect spells, usually to those that act upon a creature more or less directly, such as *web*.

Spell resistance can protect a creature from a spell that's already been cast. Check spell resistance when the creature is first affected by the spell.

Check spell resistance only once for any particular casting of a spell or use of a spell-like ability. If spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the spell resistance succeeds the first time, it always succeeds. If the creature has voluntarily lowered its spell resistance and is then subjected to a spell, the creature still has a single chance to resist that spell later, when its spell resistance is up.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature.

Magic actually has to be working for spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to spell resistance unless the resistant creature is exposed to the spell the instant it is cast.

When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

Abjuration: The target creature must be harmed, changed, or restricted in some manner for spell resistance to apply.

Perception changes aren't subject to spell resistance.

Abjurations that block or negate attacks are not subject to an attacker's spell resistance—it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).

Conjuration: These spells are usually not subject to spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to spell resistance.

Divination: These spells do not affect creatures directly and are not subject to spell resistance, even though what they reveal about a creature might be very damaging.

Enchantment: Since enchantment spells affect creatures' minds, they are typically subject to spell resistance.

Evocation: If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.

Illusion: These spells are almost never subject to spell resistance. Illusions that entail a direct attack are exceptions.

Necromancy: Most of these spells alter the target creature's life force and are subject to spell resistance. Unusual necromancy spells that don't affect other creatures directly are not subject to spell resistance.

Transmutation: These spells are subject to spell resistance if they transform the target creature. Transmutation spells are not subject to spell resistance if they are targeted on a point in space instead of on a creature. Some transmutations make objects harmful (or more harmful), such as *magic stone*. Even these spells are not generally subject to spell resistance because they affect the objects, not the creatures against which the objects are used. Spell resistance works against *magic stone* only if the creature with spell resistance is holding the stones when the cleric casts *magic stone* on them.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell.

Against an ongoing spell that has already been cast, a failed check against spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

TREMORSENSE

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving.

As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

TURN RESISTANCE

Some creatures (usually undead) are less easily affected by the turning ability of clerics or paladins.

Turn resistance is an extraordinary ability.

When resolving a turn, rebuke, command, or bolster attempt, added the appropriate bonus to the creature's Hit Dice total.

CONDITIONS

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more ability score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls $1d4 \times 10$ feet, taking $1d4$ points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back $2d6 \times 10$ feet and takes $2d6$ points of nonlethal damage due to battering and buffering.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A *confused* character's actions are determined by rolling d% at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. A *confused* character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses her Dexterity bonus (if any).

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

Dead: The character's hit points are reduced to -10, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. She takes a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled: A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can she take full-round

actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

Dying: A dying character is unconscious and near death. She has -1 to -9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches -10 hit points, she is dead.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Exhausted: An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to AC (if any) against opponents he isn't grappling.

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue

also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die. Delivering a coup de grace provokes attacks of opportunity. Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). (See Invisibility, under Special Abilities.)

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

Shaken: A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

Staggered: A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Stunned: A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Turned: Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

Unconscious: Knocked out and helpless. Unconsciousness can result from having current hit points between -1 and -9, or from nonlethal damage in excess of current hit points.

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NPC CLASSES

ADEPT

Hit Die: d6.

Class Skills

The adept's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

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

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

Table: The Adept

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						0	1st	2nd	3rd	4th	5th
1st	+0	+0	+0	+2		3	1	—	—	—	—
2nd	+1	+0	+0	+3	Summon familiar	3	1	—	—	—	—
3rd	+1	+1	+1	+3		3	2	—	—	—	—
4th	+2	+1	+1	+4		3	2	0	—	—	—
5th	+2	+1	+1	+4		3	2	1	—	—	—
6th	+3	+2	+2	+5		3	2	1	—	—	—
7th	+3	+2	+2	+5		3	3	2	—	—	—
8th	+4	+2	+2	+6		3	3	2	0	—	—
9th	+4	+3	+3	+6		3	3	2	1	—	—
10th	+5	+3	+3	+7		3	3	2	1	—	—
11th	+5	+3	+3	+7		3	3	3	2	—	—
12th	+6/+1	+4	+4	+8		3	3	3	2	0	—
13th	+6/+1	+4	+4	+8		3	3	3	2	1	—
14th	+7/+2	+4	+4	+9		3	3	3	2	1	—
15th	+7/+2	+5	+5	+9		3	3	3	3	2	—
16th	+8/+3	+5	+5	+10		3	3	3	3	2	0
17th	+8/+3	+5	+5	+10		3	3	3	3	2	1
18th	+9/+4	+6	+6	+11		3	3	3	3	2	1
19th	+9/+4	+6	+6	+11		3	3	3	3	3	2
20th	+10/+5	+6	+6	+12		3	3	3	3	3	2

Class Features

All of the following are class features of the adept NPC class.

Weapon and Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor nor with shields.

Spells: An adept casts divine spells which are drawn from the adept spell list (see below). Like a cleric, an adept must choose and prepare her spells in advance. Unlike a cleric, an adept cannot spontaneously cast *cure* or *inflict* spells.

To prepare or cast a spell, an adept must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's Wisdom modifier.

Adepts, unlike wizards, do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, they meditate or pray for their spells, receiving them as divine inspiration or through their own strength of faith. Each adept must choose a time each day at which she must spend an hour in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether an adept can prepare spells.

Like other spellcasters, an adept can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Adept. In addition, she receives bonus spells per day if she has a high Wisdom score.

When Table: The Adept indicates that the adept gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition.

Summon Familiar: At 2nd level, an adept can call a familiar, just as a sorcerer or wizard can.

Adept Spell List

Adepts choose their spells from the following list.

0 Level: *create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic, touch of fatigue.*

1st Level: *bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep.*

2nd Level: *aid, animal trance, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, invisibility, mirror image, resist energy, scorching ray, see invisibility, web.*

3rd Level: *animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, remove disease, tongues.*

4th Level: *cure critical wounds, minor creation, polymorph, restoration, stoneskin, wall of fire.*

5th Level: *baleful polymorph, break enchantment, commune, heal, major creation, raise dead, true seeing, wall of stone.*

ARISTOCRAT

Hit Die: d8.

Class Skills

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Survival (Wis).

Skill Points at 1st Level: (4 + Int modifier) x4.

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

Table: The Aristocrat

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9
16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Class Features

The following is a class feature of the aristocrat NPC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

COMMONER

Hit Die: d4.

Class Skills

The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.
Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Table: The Commoner

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6

Class Features

The following is a class feature of the commoner NPC class.

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armor or shields.

EXPERT

Hit Die: d6.

Class Skills

The expert can choose any ten skills to be class skills.

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

Table: The Expert

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+2	+1	+1	+3
4th	+3	+1	+1	+4
5th	+3	+1	+1	+4
6th	+4	+2	+2	+5
7th	+5	+2	+2	+5
8th	+6/+1	+2	+2	+6
9th	+6/+1	+3	+3	+6
10th	+7/+2	+3	+3	+7
11th	+8/+3	+3	+3	+7
12th	+9/+4	+4	+4	+8
13th	+9/+4	+4	+4	+8
14th	+10/+5	+4	+4	+9
15th	+11/+6/+1	+5	+5	+9

16th	+12/+7/+2	+5	+5	+10
17th	+12/+7/+2	+5	+5	+10
18th	+13/+8/+3	+6	+6	+11
19th	+14/+9/+4	+6	+6	+11
20th	+15/+10/+5	+6	+6	+12

Class Features

The following is a class feature of the expert NPC class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple weapons and with light armor but not shields.

WARRIOR

Hit Die: d8.

Class Skills

The warrior's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Table: The Warrior

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

Class Features

The following is a class feature of the warrior NPC class.

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

PRESTIGE CLASSES

Prestige classes offer a new form of multiclassing. Unlike the basic classes, characters must meet Requirements before they can take their first level of a prestige class. The rules for level advancement apply to this system, meaning the first step of advancement is always choosing a class. If a character does not meet the Requirements for a prestige class before that first step, that character cannot take the first level of that prestige class. Taking a prestige class does not incur the experience point penalties normally associated with multiclassing.

Definitions of Terms

Here are definitions of some terms used in this section.

Base Class: One of the standard eleven classes.

Caster Level: Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing class.

Character Level: The total level of the character, which is the sum of all class levels held by that character.

Class Level: The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

ARCANE ARCHER

Hit Die: d8.

Requirements

To qualify to become an arcane archer, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Base Attack Bonus: +6.

Feats: Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).

Spells: Ability to cast 1st-level arcane spells.

Class Skills

The arcane archer's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table: The Arcane Archer

Level	Base				
	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Enhance arrow +1
2nd	+2	+3	+3	+0	<i>Imbue arrow</i>
3rd	+3	+3	+3	+1	Enhance arrow +2
4th	+4	+4	+4	+1	<i>Seeker arrow</i>
5th	+5	+4	+4	+1	Enhance arrow +3
6th	+6	+5	+5	+2	<i>Phase arrow</i>
7th	+7	+5	+5	+2	Enhance arrow +4
8th	+8	+6	+6	+2	<i>Hail of arrows</i>
9th	+9	+6	+6	+3	Enhance arrow +5
10th	+10	+7	+7	+3	<i>Arrow of death</i>

Class Features

All of the following are Class Features of the arcane archer prestige class.

Weapon and Armor Proficiency: An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Enhance Arrow (Su): At 1st level, every nonmagical arrow an arcane archer nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the archer need not spend experience points or gold pieces to accomplish this task. However, an archer's magic arrows only function for her. For every two levels the character advances past 1st level in the prestige class, the magic arrows she creates gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Imbue Arrow (Sp): At 2nd level, an arcane archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

Seeker Arrow (Sp): At 4th level, an arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

Phase Arrow (Sp): At 6th level, an arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (Any magical barrier stops the arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

Using this ability is a standard action (and shooting the arrow is part of the action).

Hail of Arrows (Sp): In lieu of her regular attacks, once per day an arcane archer of 8th level or higher can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level she has earned. Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow.

Arrow of Death (Sp): At 10th level, an arcane archer can create an *arrow of death* that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be slain immediately. It takes one day to make an *arrow of death*, and the arrow only functions for the arcane archer who created it. The *arrow of death* lasts no longer than one year, and the archer can only have one such arrow in existence at a time.

ARCANE TRICKSTER

Hit Die: d4.

Requirements

To qualify to become an arcane trickster, a character must fulfill all of the following criteria.

Alignment: Any nonlawful.

Skills: Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks.

Spells: Ability to cast *mage hand* and at least one arcane spell of 3rd level or higher.

Special: Sneak attack +2d6.

Class Skills

The arcane trickster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Sense Motive (Wis), Search (Int), Sleight of Hand (Dex), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table: The Arcane Trickster

Level	Base					Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+0	+0	+2	+2	Ranged legerdemain 1/day	+1 level of existing class
2nd	+1	+0	+3	+3	Sneak attack +1d6	+1 level of existing class
3rd	+1	+1	+3	+3	Impromptu sneak attack 1/day	+1 level of existing class
4th	+2	+1	+4	+4	Sneak attack +2d6	+1 level of existing class
5th	+2	+1	+4	+4	Ranged legerdemain 2/day	+1 level of existing class
6th	+3	+2	+5	+5	Sneak attack +3d6	+1 level of existing class
7th	+3	+2	+5	+5	Impromptu sneak attack 2/day	+1 level of existing class
8th	+4	+2	+6	+6	Sneak attack +4d6	+1 level of existing class
9th	+4	+3	+6	+6	Ranged legerdemain 3/day	+1 level of existing class
10th	+5	+3	+7	+7	Sneak attack +5d6	+1 level of existing class

Class Features

All of the following are Class Features of the arcane trickster prestige class.

Weapon and Armor Proficiency: Arcane tricksters gain no proficiency with any weapon or armor.

Spells per Day: When a new arcane trickster level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than

one spellcasting class before becoming an arcane trickster, he must decide to which class he adds the new level for purposes of determining spells per day.

Ranged Legerdemain: An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

An arcane trickster can use ranged legerdemain once per day initially, twice per day upon attaining 5th level, and three times per day at 9th level or higher. He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an arcane trickster gets a sneak attack bonus from another source the bonuses on damage stack.

Impromptu Sneak Attack: Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

At 7th level, an arcane trickster can use this ability twice per day.

ARCMAGE

Hit Die: d4.

Requirements

To qualify to become an archmage, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic.

Spells: Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

Class Skills

The archmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The Archmage

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	High arcana	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	High arcana	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	High arcana	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class

Class Features

All the following are **Class Features** of the archmage prestige class.

Weapon and Armor Proficiency: Archmages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new archmage level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 7th-level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 7th-level spells before he became an archmage, he must decide to which class he adds each level of archmage for the purpose of determining spells per day.

High Arcana: An archmage gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (she cannot eliminate a spell slot of higher level than the highest-level spell she can cast). Each special ability has a minimum required spell slot level, as specified in its description.

An archmage may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.

Arcane Fire (Su): The archmage gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of archmage) that deals 1d6 points of damage per class level of the archmage plus 1d6 points of damage per level of the spell used to create the effect. This ability costs one 9th-level spell slot.

Arcane Reach (Su): The archmage can use spells with a range of touch on a target up to 30 feet away. The archmage must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counterspelling: When the archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning*, then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power: This ability increases the archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.

Spell-Like Ability: An archmage who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.

The archmage may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day.

If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

ASSASSIN

Hit Die: d6.

Requirements

To qualify to become an assassin, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks.

Special: The character must kill someone for no other reason than to join the assassins.

Class Skills

The assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table: The Assassin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison use, spells	0	—	—	—
2nd	+1	+0	+3	+0	+1 save against poison, uncanny dodge	1	—	—	—
3rd	+2	+1	+3	+1	Sneak attack +2d6	2	0	—	—
4th	+3	+1	+4	+1	+2 save against poison	3	1	—	—
5th	+3	+1	+4	+1	Improved uncanny dodge, sneak attack +3d6	3	2	0	—
6th	+4	+2	+5	+2	+3 save against poison	3	3	1	—
7th	+5	+2	+5	+2	Sneak attack +4d6	3	3	2	0

8th	+6	+2	+6	+2	+4 save against poison, hide in plain sight	3	3	3	1
9th	+6	+3	+6	+3	Sneak attack +5d6	3	3	3	2
10th	+7	+3	+7	+3	+5 save against poison	3	3	3	3

Class Features

All of the following are Class Features of the assassin prestige class.

Weapon and Armor Proficiency: Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an assassin gets a sneak attack bonus from another source the bonuses on damage stack.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Spells: Beginning at 1st level, an assassin gains the ability to cast a number of arcane spells. To cast a spell, an assassin must have an Intelligence score of at least 10 + the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells. Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the assassin's Intelligence bonus. When the assassin gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

The assassin's spell list appears below. An assassin casts spells just as a bard does.

Upon reaching 6th level, at every even-numbered level after that (8th and 10th), an assassin can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level assassin spell the assassin can cast. An assassin may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

Table: Assassin Spells Known

Spells Known				
Level	1st	2nd	3rd	4th
1st	2 ¹	—	—	—
2nd	3	—	—	—
3rd	3	2 ¹	—	—
4th	4	3	—	—
5th	4	3	2 ¹	—
6th	4	4	3	—
7th	4	4	3	2 ¹
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

1 Provided the assassin has sufficient Intelligence to have a bonus spell of this level.

Save Bonus against Poison: The assassin gains a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two additional levels the assassin gains.

Uncanny Dodge (Ex): Starting at 2nd level, an assassin retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below).

Improved Uncanny Dodge (Ex): At 5th level, an assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks

to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Hide in Plain Sight (Su): At 8th level, an assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind.

He cannot, however, hide in his own shadow.

Assassin Spell List

Assassins choose their spells from the following list:

1st Level: *disguise self, detect poison, feather fall, ghost sound, jump, obscuring mist, sleep, true strike.*

2nd Level: *alter self, cat's grace, darkness, fox's cunning, illusory script, invisibility, pass without trace, spider climb, undetectable alignment.*

3rd Level: *deep slumber, deeper darkness, false life, magic circle against good, misdirection, nondetection.*

4th Level: *clairaudience/clairvoyance, dimension door, freedom of movement, glibness, greater invisibility, locate creature, modify memory, poison.*

BLACKGUARD

Hit Die: d10.

Requirements

To qualify to become a blackguard, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +6.

Skills: Hide 5 ranks, Knowledge (religion) 2 ranks.

Feats: Cleave, Improved Sunder, Power Attack.

Special: The character must have made peaceful contact with an evil outsider who was summoned by him or someone else.

Class Skills

The blackguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Table: The Blackguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	— Spells per Day —			
						1st	2nd	3rd	4th
1st	+1	+2	0	0	Aura of evil, <i>detect good, poison use</i>	0	—	—	—
2nd	+2	+3	0	0	Dark blessing, <i>smite good 1/day</i>	1	—	—	—
3rd	+3	+3	+1	+1	Command undead, aura of despair	1	0	—	—
4th	+4	+4	+1	+1	Sneak attack +1d6	1	1	—	—
5th	+5	+4	+1	+1	Fiendish servant, <i>smite good 2/day</i>	1	1	0	—
6th	+6	+5	+2	+2		1	1	1	—
7th	+7	+5	+2	+2	Sneak attack +2d6	2	1	1	0
8th	+8	+6	+2	+2		2	1	1	1
9th	+9	+6	+3	+3		2	2	1	1
10th	+10	+7	+3	+3	Sneak attack +3d6, <i>smite good 3/day</i>	2	2	2	1

Class Features

All of the following are Class Features of the blackguard prestige class.

Weapon and Armor Proficiency: Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.

Detect Good (Sp): At will, a blackguard can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Spells: A blackguard has the ability to cast a small number of divine spells. To cast a blackguard spell, a blackguard must have a Wisdom score of at least $10 + \text{the spell's level}$, so a blackguard with a Wisdom of 10 or lower cannot cast these spells. Blackguard bonus spells are based on Wisdom, and saving throws against these spells have a DC of $10 + \text{spell level} + \text{the blackguard's Wisdom modifier}$. When the blackguard gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The blackguard's spell list appears below. A blackguard has access to any spell on the list and can freely choose which to prepare, just as a cleric. A blackguard prepares and casts spells just as a cleric does (though a blackguard cannot spontaneously cast *cure* or *inflict* spells).

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.

Aura of Despair (Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Command Undead (Su): When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

Sneak Attack: This ability, gained at 4th level, is like the rogue ability of the same name. The extra damage increases by $+1d6$ every third level beyond 4th (7th and 10th). If a blackguard gets a sneak attack bonus from another source the bonuses on damage stack.

Blackguard Spell List

Blackguards choose their spells from the following list:

1st Level: *cause fear*, *corrupt weapon*, *cure light wounds*, *doom*, *inflict light wounds*, *magic weapon*, *summon monster I**

2nd Level: *bull's strength*, *cure moderate wounds*, *darkness*, *death knell*, *eagle's splendor*, *inflict moderate wounds*, *shatter*, *summon monster II**

3rd Level: *contagion*, *cure serious wounds*, *deeper darkness*, *inflict serious wounds*, *protection from elements*, *summon monster III**

4th Level: *cure critical wounds*, *freedom of movement*, *inflict critical wounds*, *poison*, *summon monster IV**

* Evil creatures only.

Corrupt Weapon

Blackguards have access to a special spell, *corrupt weapon*, which is the opposing counterpart of the paladin spell *bless weapon*. Instead of improving a weapon's effectiveness against evil foes *corrupt weapon* makes a weapon more effective against good foes.

Fallen Paladins

Blackguards who have levels in the paladin class (that is to say, are now ex-paladins) gain extra abilities the more levels of paladin they have.

A fallen paladin who becomes a blackguard gains all of the following abilities that apply, according to the number of paladin levels the character has.

1–2: Smite good 1/day. (This is in addition to the ability granted to all blackguards at 2nd level.)

3–4: Lay on hands. Once per day, the blackguard can use this supernatural ability to cure himself or his fiendish servant of damage equal to his Charisma bonus \times his level.

5–6: Sneak attack damage increased by $+1d6$. Smite good 2/day.

7–8: Fiendish summoning. Once per day, the blackguard can use a *summon monster I* spell to call forth an evil creature. For this spell, the caster level is double the blackguard's class level.

9–10: Undead companion. In addition to the fiendish servant, the blackguard gains (at 5th level) a Medium-size skeleton or zombie as a companion. This companion cannot be turned or rebuked and gains all special bonuses as a fiendish servant when the blackguard gains levels. Smite good 3/day.

11 or more: A fallen paladin of this stature immediately gains a blackguard level for each level of paladin he trades in.

The character level of the character does not change. With the loss of paladin levels, the character no longer gains as many extra abilities for being a fallen paladin.

The Blackguard's Fiendish Servant

Upon or after reaching 5th level, a blackguard can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him. The blackguard's servant further gains HD and special abilities based on the blackguard's character level (see the table below).

A blackguard may have only one fiendish servant at a time.

Should the blackguard's servant die, he may call for another one after a year and a day. The new fiendish servant has all the accumulated abilities due a servant of the blackguard's current level.

Character Level	Bonus HD	Natural Armor Adj.	Str Adj.	Int	Special
12th or lower	+2	+1	+1	6	Empathic link, improved evasion, share saving throws, share spells
13th–15th	+4	+3	+2	7	Speak with blackguard
16th–18th	+6	+5	+3	8	Blood bond
19th–20th	+8	+7	+4	9	Spell resistance

Character Level: The character level of the blackguard (his blackguard level plus his original class level).

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.

Natural Armor Adj.: This is an improvement to the servant's existing natural armor bonus.

Str Adj.: Add this figure to the servant's Strength score.

Int: The servant's Intelligence score. (A fiendish servant is smarter than normal animals of its kind.)

The abilities mentioned in the "Special" column of the accompanying table are described below.

Empathic Link (Su): The blackguard has an empathic link with his servant out to a distance of up to 1 mile. The blackguard cannot see through the servant's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

Improved Evasion (Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Saving Throws: For each of its saving throws, the servant uses either its own base save bonus or the blackguard's, whichever is higher. The servant applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the blackguard might have.

Share Spells: At the blackguard's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his servant. The servant must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. A blackguard and his servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

Speak with Blackguard (Ex): If the blackguard's character level is 13th or higher, the blackguard and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Blood Bond (Ex): If the blackguard's character level is 16th or higher, the servant gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the blackguard being threatened or harmed.

This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance (Ex): If the blackguard's character level is 19th or higher, the servant gains spell resistance equal to the blackguard's level + 5. To affect the servant with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the servant's spell resistance.

DRAGON DISCIPLE

Hit Die: d12.

Requirements

To qualify to become a dragon disciple, a character must fulfill all the following criteria.

Race: Any nondragon (cannot already be a half-dragon).

Skills: Knowledge (arcana) 8 ranks.

Languages: Draconic.

Spellcasting: Ability to cast arcane spells without preparation.

Special: The player chooses a dragon variety when taking the first level in this prestige class.

Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (all skills, taken individually) (Int) Listen (Wis), Profession (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table: The Dragon Disciple

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1st	+0	+2	+0	+2	Natural armor increase (+1)	1
2nd	+1	+3	+0	+3	Ability boost (Str +2), claws and bite	1
3rd	+2	+3	+1	+3	Breath weapon (2d8)	0
4th	+3	+4	+1	+4	Ability boost (Str +2), natural armor increase (+2)	1
5th	+3	+4	+1	+4	Blindsight 30 ft.	1
6th	+4	+5	+2	+5	Ability boost (Con +2)	1
7th	+5	+5	+2	+5	Breath weapon (4d8), natural armor increase (+3)	0
8th	+6	+6	+2	+6	Ability boost (Int +2)	1
9th	+6	+6	+3	+6	Wings	1
10th	+7	+7	+3	+7	Blindsight 60 ft., dragon apotheosis	0

Class Features

All of the following are Class Features of the dragon disciple prestige class.

Weapon and Armor Proficiency: Dragon disciples gain no proficiency with any weapon or armor.

Bonus Spells: Dragon disciples gain bonus spells as they gain levels in this prestige class, as if from having a high ability score, as given on Table: The Dragon Disciple. A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character has more than one spellcasting class, he must decide to which class he adds each bonus spell as it is gained. Once a bonus spell has been applied, it cannot be shifted.

Natural Armor Increase (Ex): At 1st, 4th, and 7th level, a gains an increase to the character's existing natural armor (if any), as indicated on Table: The Dragon Disciple (the numbers represent the total increase gained to that point). As his skin thickens, a dragon disciple takes on more and more of his progenitor's physical aspect.

Claws and Bite (Ex): At 2nd level, a dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciple's base claw and bite damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6

A dragon disciple is considered proficient with these attacks. When making a full attack, a dragon disciple uses his full base attack bonus with his bite attack but takes a -5 penalty on claw attacks. The Multiattack feat reduces this penalty to only -2.

Ability Boost (Ex): As a dragon disciple gains levels in this prestige class, his ability scores increase as noted on Table: The Dragon Disciple.

These increases stack and are gained as if through level advancement.

Breath Weapon (Su): At 3rd level, a dragon disciple gains a minor breath weapon. The type and shape depend on the dragon variety whose heritage he enjoys (see below). Regardless of the ancestor, the breath weapon deals 2d8 points of damage of the appropriate energy type.

At 7th level, the damage increases to 4d8, and when a disciple attains dragon apotheosis at 10th level it reaches its full power at 6d8. Regardless of its strength, the breath weapon can be used only once per day. Use all the rules for dragon breath weapons except as specified here.

The DC of the breath weapon is 10 + class level + Con modifier.

A line-shaped breath weapon is 5 feet high, 5 feet wide, and 60 feet long. A cone-shaped breath weapon is 30 feet long.

Dragon Variety*	Breath Weapon
Black	Line of acid
Blue	Line of lightning
Green	Cone of corrosive gas (acid)
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

* Other varieties of dragon disciple are possible, using other dragon varieties as ancestors.

Blindsight (Ex): At 5th level, the dragon disciple gains blindsight with a range of 30 feet. Using nonvisual senses the dragon disciple notices things it cannot see. He usually does not need to make Spot or Listen checks to notice and pinpoint the location of creatures within range of his blindsight ability, provided that he has line of effect to that creature.

Any opponent the dragon disciple cannot see still has total concealment against him, and the dragon disciple still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsight. A creature with blindsight is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. At 10th level, the range of this ability increases to 60 feet.

Wings (Ex): At 9th level, a dragon disciple grows a set of draconic wings. He may now fly at a speed equal to his normal land speed, with average maneuverability.

Dragon Apotheosis: At 10th level, a dragon disciple takes on the half-dragon template. His breath weapon reaches full strength (as noted above), and he gains +4 to Strength and +2 to Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, 60-foot darkvision, immunity to *sleep* and paralysis effects, and immunity to the energy type used by his breath weapon (see above).

DUELIST

Hit Die: d10.

Requirements

To qualify to become a duelist, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Perform 3 ranks, Tumble 5 ranks.

Feats: Dodge, Mobility, Weapon Finesse.

Class Skills

The duelist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table: The Duelist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Canny defense
2nd	+2	+0	+3	+0	Improved reaction +2
3rd	+3	+1	+3	+1	Enhanced mobility
4th	+4	+1	+4	+1	Grace
5th	+5	+1	+4	+1	Precise strike +1d6
6th	+6	+2	+5	+2	Acrobatic charge
7th	+7	+2	+5	+2	Elaborate parry
8th	+8	+2	+6	+2	Improved reaction +4
9th	+9	+3	+6	+3	Deflect Arrows
10th	+10	+3	+7	+3	Precise strike +2d6

Class Features

Weapon and Armor Proficiency: The duelist is proficient with all simple and martial weapons, but no type of armor or shield.

Canny Defense (Ex): When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If a duelist is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Improved Reaction (Ex): At 2nd level, a duelist gains a +2 bonus on initiative checks.

At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.

Enhanced Mobility (Ex): When wearing no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

Grace (Ex): At 4th level, a duelist gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a duelist only when she is wearing no armor and not using a shield.

Precise Strike (Ex): At 5th level, a duelist gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to her normal damage roll.

When making a precise strike, a duelist cannot attack with a weapon in her other hand or use a shield. A duelist's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike. At 10th level, the extra damage on a precise strike increases to +2d6.

Acrobatic Charge (Ex): At 6th level, a duelist gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

Elaborate Parry (Ex): At 7th level and higher, if a duelist chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for each level of duelist she has.

Deflect Arrows: At 9th level, a duelist gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon.

DWARVEN DEFENDER

Hit Die: d12.

Requirements

To qualify to become a defender, a character must fulfill all the following criteria.

Race: Dwarf.

Alignment: Any lawful.

Base Attack Bonus: +7.

Feats: Dodge, Endurance, Toughness.

Class Skills

The defender's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table: The Dwarven Defender

Level	Base					
	Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+2	+0	+2	+1	Defensive stance 1/day
2nd	+2	+3	+0	+3	+1	Uncanny dodge
3rd	+3	+3	+1	+3	+1	Defensive stance 2/day
4th	+4	+4	+1	+4	+2	Trap sense +1
5th	+5	+4	+1	+4	+2	Defensive stance 3/day
6th	+6	+5	+2	+5	+2	Damage reduction 3/-, improved uncanny dodge
7th	+7	+5	+2	+5	+3	Defensive stance 4/day
8th	+8	+6	+2	+6	+3	Mobile defense, trap sense +2
9th	+9	+6	+3	+6	+3	Defensive stance 5/day
10th	+10	+7	+3	+7	+4	Damage reduction 6/-

Class Features

All of the following are Class Features of the dwarven defender prestige class.

AC Bonus (Ex): The dwarven defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels, until it reaches +4 at 10th level.

Weapon and Armor Proficiency: A dwarven defender is proficient with all simple and martial weapons, all types of armor, and shields.

Defensive Stance: When he adopts a defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a -2 penalty to Strength for the duration of that encounter. A defender can only use his defensive stance a certain number of times per day as determined by his level (see Table: The Dwarven Defender). Using the defensive stance takes no time itself, but a defender can only do so during his action.

Uncanny Dodge (Ex): Starting at 2nd level, a dwarven defender retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Trap Sense (Ex): At 4th level, a dwarven defender gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 8th level, these bonuses rise to +2. These bonuses stack with trap sense bonuses gained from other classes.

Damage Reduction (Ex): At 6th level, a dwarven defender gains damage reduction. Subtract 3 points from the damage the dwarven defender takes each time he is dealt damage. At 10th level, this damage reduction rises to 6/-. Damage reduction can reduce damage to 0 but not below 0.

Improved Uncanny Dodge (Ex): At 6th level, a dwarven defender can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender.

The exception to this defense is that a rogue at least four levels higher than the dwarven defender can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Mobile Defense (Ex): At 8th level, a dwarven defender can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

ELDRITCH KNIGHT

Hit Die: d6.

Requirements

To qualify to become an eldritch knight, a character must fulfill all the following criteria.

Weapon Proficiency: Must be proficient with all martial weapons.

Spells: Able to cast 3rd-level arcane spells.

Class Skills

The eldritch knight's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Jump (Str), Knowledge (arcana) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at Each Level: $2 + \text{Int modifier}$.

Table: The Eldritch Knight

Level	Base		Ref Save	Will Save	Special
	Attack Bonus	Fort Save			
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	+1 level of existing arcane spellcasting class
3rd	+3	+3	+1	+1	+1 level of existing arcane spellcasting class
4th	+4	+4	+1	+1	+1 level of existing arcane spellcasting class
5th	+5	+4	+1	+1	+1 level of existing arcane spellcasting class
6th	+6	+5	+2	+2	+1 level of existing arcane spellcasting class
7th	+7	+5	+2	+2	+1 level of existing arcane spellcasting class
8th	+8	+6	+2	+2	+1 level of existing arcane spellcasting class
9th	+9	+6	+3	+3	+1 level of existing arcane spellcasting class
10th	+10	+7	+3	+3	+1 level of existing arcane spellcasting class

Class Features

All of the following are features of the eldritch knight prestige class.

Weapon and Armor Proficiency: Eldritch knights gain no proficiency with any weapon or armor.

Bonus Feat: At 1st level, an eldritch knight may choose a bonus feat from the list of feats available to fighters. This is in addition to the feats that a character of any class normally gets from advancing levels. The character must still meet any prerequisites for these bonus feats, including levels of fighter for the Weapon Specialization, Greater Weapon Focus, and Greater Weapon Specialization feats.

Spells per Day: From 2nd level on, when a new eldritch knight level is gained, the character gains new spells per day as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of eldritch knight to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before she became an eldritch knight, she must decide to which class she adds each level of eldritch knight for the purpose of determining spells per day.

HIEROPHANT

Hit Die: d8.

Requirements

To qualify to become a hierophant, a character must fulfill all the following criteria.

Skills: Knowledge (religion) 15 ranks.

Feats: Any metamagic feat.

Spells: Able to cast 7th-level divine spells.

Class Skills

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The Hierophant

Level	Base				
	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Special ability
2nd	+1	+3	+0	+3	Special ability
3rd	+1	+3	+1	+3	Special ability
4th	+2	+4	+1	+4	Special ability
5th	+2	+4	+1	+4	Special ability

Class Features

All the following are Class Features of the hierophant prestige class.

Weapon and Armor Proficiency: Hierophants gain no proficiency with any weapon or armor.

Spells and Caster Level: Levels in the hierophant prestige class, even though they do not advance spell progression in the character's base class, still stack with the character's base spellcasting levels to determine caster level.

Special Ability: Every level, a hierophant gains a special ability of his choice from among the following.

Blast Infidel (Su): A hierophant can use negative energy spells to their maximum effect on creatures with an alignment opposed to the hierophant. (See the table below for a list of which alignments are opposed to each alignment.) Any spell with a description that involves inflicting or channeling negative energy cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the maximized amount of damage.

Hierophant Alignment	Opposed Alignment
Lawful good	Chaotic evil
Neutral good	Neutral evil
Chaotic good	Lawful evil
Lawful neutral	Chaotic neutral
Neutral	Lawful good, chaotic good, lawful evil, chaotic evil*
Chaotic neutral	Lawful neutral
Lawful evil	Chaotic good
Neutral evil	Neutral good
Chaotic evil	Lawful good

* A neutral hierophant chooses one of these alignments to be the one that he opposes, for the purposes of this special ability.

Divine Reach (Su): A hierophant with this ability can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

Faith Healing (Su): A hierophant can use healing spells to their maximum effect on creatures of the same alignment as the hierophant (including the hierophant himself). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

Gift of the Divine (Su): Available only to hierophants with cleric levels, this ability allows a hierophant to transfer one or more uses of his turn undead ability to a willing creature. (Hierophants who rebuke undead transfer uses of rebuke undead

instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant's cleric level but uses her own Charisma modifier.

Mastery of Energy (Su): Available only to hierophants with cleric levels, this ability allows a hierophant to channel positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the hierophant's turning checks and turning damage rolls. This ability only affects undead, even if the hierophant can turn other creatures, such as with a granted power of a domain.

Metamagic Feat: A hierophant can choose a metamagic feat in place of one of the special abilities described here if desired.

Power of Nature (Su): Available only to hierophants with druid levels, this ability allows a hierophant to temporarily transfer one or more of his druid Class Features to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the hierophant cannot use the transferred power. He can transfer any of his druid powers except spellcasting and the ability to have an animal companion.

The druid's wild shape ability can be partially or completely transferred. The hierophant chooses how many uses of wild shape per day to give to transfer and retains the rest of the uses for himself. If the hierophant can assume the form of Tiny or Huge animals, the recipient can as well.

As with the *imbue with spell ability* spell, the hierophant remains responsible to his deity for any use to which the recipient puts the transferred abilities.

Spell Power: This special ability increases a hierophant's effective caster level by 1 for purposes of determining level-dependent spell variables and for caster level checks. This ability can be selected more than once, and changes to effective caster level are cumulative.

Spell-Like Ability: A hierophant who selects this special ability can use one of his divine spell slots to permanently prepare one of his divine spells as a spell-like ability that can be used twice per day. The hierophant does not use any components when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP.

The spell normally uses a spell slot of the spell's level (or higher, if the hierophant chooses to permanently attach a metamagic feat to the spell chosen). The hierophant can use an available higher-level spell slot to use the spell-like ability more than once per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. If selected more than one time as a special ability, this ability can apply to the same spell (increasing the number of times per day it can be used) or to a different spell.

HORIZON WALKER

Hit Die: d8.

Requirements

To qualify to become a horizon walker, a character must fulfill all the following criteria.

Skills: Knowledge (geography) 8 ranks.

Feats: Endurance.

Class Skills

The horizon walker's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Table: The Horizon Walker

Level	Base		Ref Save	Will Save	Special
	Attack Bonus	Fort Save			
1st	+1	+2	+0	+0	Terrain mastery
2nd	+2	+3	+0	+0	Terrain mastery
3rd	+3	+3	+1	+1	Terrain mastery
4th	+4	+4	+1	+1	Terrain mastery
5th	+5	+4	+1	+1	Terrain mastery
6th	+6	+5	+2	+2	Planar terrain mastery
7th	+7	+5	+2	+2	Planar terrain mastery
8th	+8	+6	+2	+2	Planar terrain mastery
9th	+9	+6	+3	+3	Planar terrain mastery
10th	+10	+7	+3	+3	Planar terrain mastery

Class Features

All of the following are features of the horizon walker prestige class.

Weapon and Armor Proficiency: Horizon walkers gain no proficiency with any weapon or armor.

Terrain Mastery: At each level, the Horizon Walker adds a new terrain environment to their repertoire from those given below. Terrain mastery gives a horizon walker a bonus on checks involving a skill useful in that terrain, or some other appropriate benefit. A horizon walker also knows how to fight dangerous creatures typically found in that terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The horizon walker only gains the bonus if the creature description specifically lists the terrain type. Horizon walkers take their terrain mastery with them wherever they go. They retain their terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

Planar Terrain Mastery: Planar terrain mastery functions just like terrain mastery, except that the horizon walker can choose one of the planar categories at each level. The horizon walker can take a non-planar terrain type instead, if she wishes.

Terrain Mastery Benefits

Aquatic: You gain a +4 competence bonus on Swim checks, or a +10-foot bonus to your swim speed if you have one. You gain a +1 insight bonus on attack and damage rolls against aquatic creatures.

Desert: You resist effects that tire you. You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead. You gain a +1 insight bonus on attack and damage rolls against desert creatures.

Forest: You have a +4 competence bonus on Hide checks. You gain a +1 insight bonus on attack and damage rolls against forest creatures.

Hills: You gain a +4 competence bonus on Listen checks. You gain a +1 insight bonus on attack and damage rolls against hills creatures.

Marsh: You have a +4 competence bonus on Move Silently checks. You gain a +1 insight bonus on attack and damage rolls against marsh creatures.

Mountains: You gain a +4 competence bonus on Climb checks, or a +10-foot bonus to your climb speed if you have one. You gain a +1 insight bonus on attack and damage rolls against mountain creatures.

Plains: You have a +4 competence bonus on Spot checks. You gain a +1 insight bonus on attack and damage rolls against plains creatures.

Underground: You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source. You gain a +1 insight bonus on attack and damage rolls against underground creatures.

Fiery (Planar): This kind of planar terrain mastery provides you with resistance to fire 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the fire subtype.

Weightless (Planar): You gain a +30-foot bonus to your fly speed on planes with no gravity or subjective gravity. You gain a +1 insight on attack and damage rolls against creatures native to the Astral Plane, the Elemental Plane of Air, and the Ethereal Plane.

Cold (Planar): This kind of planar terrain mastery provides you with resistance to cold 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the cold subtype.

Shifting (Planar): You instinctively anticipate shifts in the reality of the plane that bring you closer to your destination, giving you the spell-like ability to use *dimension door* (as the spell cast at your character level) once every 1d4 rounds. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals native to a shifting plane.

Aligned (Planar): You have the instinctive ability to mimic the dominant alignment of the plane. You incur none of the penalties for having an alignment at odds with that of the plane, and spells and abilities that harm those of the opposite alignment don't affect you. You have the dominant alignment of the plane with regard to magic, but your behavior and any alignment-related Class Features you have are unaffected.

Cavernous (Planar): You gain tremorsense with a 30-foot range.

Other (Planar): If other planes are in use additional Planar Terrains can be created.

LOREMASTER

Hit Die: d4.

Requirements

To qualify to become a loremaster, a character must fulfill all the following criteria.

Skills: Knowledge (any two) 10 ranks in each.

Feats: Any three metamagic or item creation feats, plus Skill Focus (Knowledge [any individual Knowledge skill]).

Spells: Able to cast seven different divination spells, one of which must be 3rd level or higher.

Class Skills

The loremaster's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Table : The Loremaster

Level	Base		Ref Save	Will Save	Special	Spells per Day
	Attack Bonus	Fort Save				
1st	+0	+0	+0	+2	Secret	+1 level of existing class
2nd	+1	+0	+0	+3	Lore	+1 level of existing class
3rd	+1	+1	+1	+3	Secret	+1 level of existing class
4th	+2	+1	+1	+4	Bonus language	+1 level of existing class
5th	+2	+1	+1	+4	Secret	+1 level of existing class
6th	+3	+2	+2	+5	Greater lore	+1 level of existing class
7th	+3	+2	+2	+5	Secret	+1 level of existing class
8th	+4	+2	+2	+6	Bonus language	+1 level of existing class
9th	+4	+3	+3	+6	Secret	+1 level of existing class
10th	+5	+3	+3	+7	True lore	+1 level of existing class

Class Features

All of the following are Class Features of the loremaster prestige class.

Weapon and Armor Proficiency: Loremasters gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new loremaster level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of loremaster to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Secret: At 1st level and every two levels higher than 1st (3rd, 5th, 7th, and 9th), the loremaster chooses one secret from the table below. Her level plus Intelligence modifier determines the total number of secrets she can choose. She can't choose the same secret twice.

Lore: At 2nd level, a loremaster gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The loremaster adds her level and her Intelligence modifier to the lore check, which functions otherwise exactly like a bardic knowledge check.

Bonus Languages: A loremaster can choose any new language at 4th and 8th level.

Greater Lore (Ex): At 6th level, a loremaster gains the ability to understand magic items, as with the *identify* spell.

True Lore (Ex): At 10th level, once per day a loremaster can use her knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

Loremaster Secrets

Level +	Int Modifier	Secret	Effect
1	1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	2	Secret health	+3 hit points
3	3	Secrets of inner strength	+2 bonus on Will saves
4	4	The lore of true stamina	+2 bonus on Fortitude saves
5	5	Secret knowledge of avoidance	+2 bonus on Reflex saves
6	6	Weapon trick	+1 bonus on attack rolls
7	7	Dodge trick	+1 dodge bonus to AC
8	8	Applicable knowledge	Any one feat
9	9	Newfound arcana	1 bonus 1st-level spell*
10	10	More newfound arcana	1 bonus 2nd-level spell*

* As if gained through having a high ability score.

MYSTIC THEURGE

Hit Die: d4.

Requirements

To qualify to become a mystic theurge, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks.

Spells: Able to cast 2nd-level divine spells and 2nd-level arcane spells.

Class Skills

The mystic theurge's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The Mystic Theurge

Level	Base				Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+0	+2	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
6th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
7th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
8th	+4	+2	+2	+6	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
9th	+4	+3	+3	+6	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
10th	+5	+3	+3	+7	+1 level of existing divine spellcasting class

Class Features

All of the following are features of the mystic theurge prestige class.

Weapon and Armor Proficiency: Mystic theurges gain no proficiency with any weapon or armor.

Spells per Day: When a new mystic theurge level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting class he belonged to before he added the prestige class and any one divine spellcasting class he belonged to previously. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of mystic theurge to the level of whatever other arcane spellcasting class and divine spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before he became a mystic theurge, he must decide to which class he adds each level of mystic theurge for the purpose of determining spells per day.

SHADOWDANCER

Hit Die: d8.

Requirements

To qualify to become a shadowdancer, a character must fulfill all the following criteria.

Skills: Move Silently 8 ranks, Hide 10 ranks, Perform (dance) 5 ranks.

Feats: Combat Reflexes, Dodge, Mobility.

Class Skills

The shadowdancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Table: The Shadowdancer

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+0	Hide in plain sight

2nd	+1	+0	+3	+0	Evasion, darkvision, uncanny dodge
3rd	+2	+1	+3	+1	<i>Shadow illusion</i> , summon shadow
4th	+3	+1	+4	+1	Shadow jump 20 ft.
5th	+3	+1	+4	+1	Defensive roll, improved uncanny dodge
6th	+4	+2	+5	+2	Shadow jump 40 ft., summon shadow
7th	+5	+2	+5	+2	Slippery mind
8th	+6	+2	+6	+2	Shadow jump 80 ft.
9th	+6	+3	+6	+3	Summon shadow
10th	+7	+3	+7	+3	Shadow jump 160 ft., improved evasion

Class Features

All of the following are features of the shadowdancer prestige class.

Weapon and Armor Proficiency: Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Evasion (Ex): At 2nd level, a shadowdancer gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw. The evasion ability can only be used if the shadowdancer is wearing light armor or no armor.

Darkvision (Su): At 2nd level, a shadowdancer can see in the dark as though she were permanently under the effect of a *darkvision* spell.

Uncanny Dodge (Ex): Starting at 2nd level, a shadowdancer retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.) If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Shadow Illusion (Sp): When a shadowdancer reaches 3rd level, she can create visual illusions. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

Summon Shadow (Su): At 3rd level, a shadowdancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The shadowdancer's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Shadow Jump (Su): At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Defensive Roll (Ex): Starting at 5th level, once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt a defensive roll.

Improved Uncanny Dodge (Ex): At 5th level, a shadowdancer can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank her (and thus sneak attack her).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Slippery Mind (Ex): At 7th level, if a shadowdancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects occur normally.

Improved Evasion (Ex): This ability, gained at 10th level, works like evasion (see above). A shadowdancer takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What's more, she takes only half damage even if she fails her saving throw.

THAUMATURGIST

Hit Die: d4.

Requirements

To qualify to become a thaumaturgist, a character must fulfill all the following criteria.

Feats: Spell Focus (conjuration).

Spells: Able to cast *lesser planar ally*.

Class Skills

The thaumaturgist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), Speak Language (none), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The Thaumaturgist

Level	Base					Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+0	+0	+0	+2	Improved ally	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Augment Summoning	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Extended summoning	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Contingent conjuration	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Planar cohort	+1 level of existing spellcasting class

Class Features

All of the following are features of the thaumaturgist prestige class.

Weapon and Armor Proficiency: Thaumaturgists gain no proficiency with any weapon or armor.

Spells per Day: When a new thaumaturgist level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of thaumaturgist to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became a thaumaturgist, he must decide to which class he adds each level of thaumaturgist for the purpose of determining spells per day.

Improved Ally: When a thaumaturgist casts a *planar ally* spell (including the *lesser* and *greater* versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment. If the thaumaturgist's Diplomacy check adjusts the creature's attitude to helpful the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature.

The thaumaturgist's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist.

A thaumaturgist can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.

Augment Summoning: At 2nd level, a thaumaturgist gains the Augment Summoning feat.

Extended Summoning: At 3rd level and higher, all spells from the summoning subschool that the thaumaturgist casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however. This ability stacks with the effect of the Extend Spell feat, which does change the spell's level.

Contingent Conjunction: A 4th-level thaumaturgist can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the *contingency* spell, including having the thaumaturgist cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjunction may fail when triggered. The conjunction spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjunctions can be dismissed normally. A thaumaturgist can have only one contingent conjunction active at a time.

Planar Cohort: A 5th-level thaumaturgist can use any of the *planar ally* spells to call a creature to act as his cohort. The called creature serves loyally and well as long as the thaumaturgist continues to advance a cause important to the creature.

To call a planar cohort, the thaumaturgist must cast the relevant spell, paying the XP costs normally. It takes an offering of 1,000 gp x the HD of the creature to convince it to serve as a planar cohort, and the improved ally class feature can't be used

to reduce or eliminate this cost. The planar cohort can't have more Hit Dice than the thaumaturgist has, and must have an ECL no higher than the thaumaturgist's character level -2.

A thaumaturgist can have only one planar cohort at a time, but he can continue to make agreements with other called creatures normally. A planar cohort replaces a thaumaturgist's existing cohort, if he has one by virtue of the Leadership feat.

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MAGIC OVERVIEW

A spell is a one-time magical effect. Spells come in two types: arcane (cast by bards, sorcerers, and wizards) and divine (cast by clerics, druids, and experienced paladins and rangers). Some spellcasters select their spells from a limited list of spells known, while others have access to a wide variety of options.

Most spellcasters prepare their spells in advance—whether from a spellbook or through devout prayers and meditation—while some cast spells spontaneously without preparation.

Despite these different ways that characters use to learn or prepare their spells, when it comes to casting them, the spells are very much alike.

Cutting across the categories of arcane and divine spells are the eight schools of magic. These schools represent the different ways that spells take effect.

CASTING SPELLS

Whether a spell is arcane or divine, and whether a character prepares spells in advance or chooses them on the spot, casting a spell works the same way.

CHOOSING A SPELL

First you must choose which spell to cast. If you’re a cleric, druid, experienced paladin, experienced ranger, or wizard, you select from among spells prepared earlier in the day and not yet cast (see Preparing Wizard Spells and Preparing Divine Spells).

If you’re a bard or sorcerer, you can select any spell you know, provided you are capable of casting spells of that level or higher.

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell.

If a spell has multiple versions, you choose which version to use when you cast it. You don’t have to prepare (or learn, in the case of a bard or sorcerer) a specific version of the spell.

Once you’ve cast a prepared spell, you can’t cast it again until you prepare it again. (If you’ve prepared multiple copies of a single spell, you can cast each copy once.) If you’re a bard or sorcerer, casting a spell counts against your daily limit for spells of that spell level, but you can cast the same spell again if you haven’t reached your limit.

CONCENTRATION

To cast a spell, you must concentrate. If something interrupts your concentration while you’re casting, you must make a Concentration check or lose the spell. The more distracting the interruption and the higher the level of the spell you are trying to cast, the higher the DC is. If you fail the check, you lose the spell just as if you had cast it to no effect.

Injury: If while trying to cast a spell you take damage, you must make a Concentration check ($DC\ 10 + \text{points\ of\ damage\ taken} + \text{the\ level\ of\ the\ spell\ you're\ casting}$). If you fail the check, you lose the spell without effect. The interrupting event strikes during spellcasting if it comes between when you start and when you complete a spell (for a spell with a casting time of 1 full round or more) or if it comes in response to your casting the spell (such as an attack of opportunity provoked by the spell or a contingent attack, such as a readied action).

If you are taking continuous damage half the damage is considered to take place while you are casting a spell. You must make a Concentration check ($DC\ 10 + 1/2\ \text{the\ damage\ that\ the\ continuous\ source\ last\ dealt} + \text{the\ level\ of\ the\ spell\ you're\ casting}$).

If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you. Repeated damage does not count as continuous damage.

Spell: If you are affected by a spell while attempting to cast a spell of your own, you must make a Concentration check or lose the spell you are casting. If the spell affecting you deals damage, the DC is $10 + \text{points\ of\ damage} + \text{the\ level\ of\ the\ spell\ you're\ casting}$.

If the spell interferes with you or distracts you in some other way, the DC is the spell’s saving throw DC + the level of the spell you’re casting. For a spell with no saving throw, it’s the DC that the spell’s saving throw would have if a save were allowed.

Grappling or Pinned: The only spells you can cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a Concentration check ($DC\ 20 + \text{the\ level\ of\ the\ spell\ you're\ casting}$) or lose the spell.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, below-decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check ($DC\ 10 + \text{the\ level\ of\ the\ spell\ you're\ casting}$) or lose the spell.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the spell you're casting) or lose the spell.

Violent Weather: You must make a Concentration check if you try to cast a spell in violent weather. If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the spell you're casting. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the spell you're casting. In either case, you lose the spell if you fail the Concentration check. If the weather is caused by a spell, use the rules in the Spell subsection above.

Casting Defensively: If you want to cast a spell without provoking any attacks of opportunity, you must make a Concentration check (DC 15 + the level of the spell you're casting) to succeed. You lose the spell if you fail.

Entangled: If you want to cast a spell while entangled in a net or by a tanglefoot bag or while you're affected by a spell with similar effects, you must make a DC 15 Concentration check to cast the spell. You lose the spell if you fail.

COUNTERSPELLS

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of the same spell by another character. Counterspelling works even if one spell is divine and the other arcane.

How Counterspells Work: To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. (You may still move your speed, since ready is a standard action.)

If the target of your counterspell tries to cast a spell, make a Spellcraft check (DC 15 + the spell's level). This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the action, you must then cast the correct spell. As a general rule, a spell can only counter itself. If you are able to cast the same spell and you have it prepared (if you prepare spells), you cast it, altering it slightly to create a counterspell effect. If the target is within range, both spells automatically negate each other with no other results.

Counterspelling Metamagic Spells: Metamagic feats are not taken into account when determining whether a spell can be countered.

Specific Exceptions: Some spells specifically counter each other, especially when they have diametrically opposed effects.

Dispel Magic as a Counterspell: You can use *dispel magic* to counterspell another spellcaster, and you don't need to identify the spell he or she is casting. However, *dispel magic* doesn't always work as a counterspell (see the spell description).

CASTER LEVEL

A spell's power often depends on its caster level, which for most spellcasting characters is equal to your class level in the class you're using to cast the spell.

You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level.

In the event that a class feature, domain granted power, or other special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt) but also to your caster level check to overcome your target's spell resistance and to the caster level used in dispel checks (both the dispel check and the DC of the check).

SPELL FAILURE

If you ever try to cast a spell in conditions where the characteristics of the spell cannot be made to conform, the casting fails and the spell is wasted.

Spells also fail if your concentration is broken and might fail if you're wearing armor while casting a spell with somatic components.

THE SPELL'S RESULT

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

SPECIAL SPELL EFFECTS

Many special spell effects are handled according to the school of the spells in question. Certain other special spell features are found across spell schools.

Attacks: Some spell descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents are considered attacks. Attempts to turn or rebuke undead count as attacks. All spells that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Spells that summon monsters or other allies are not attacks because the spells themselves don't harm anyone.

Bonus Types: Usually, a bonus has a type that indicates how the spell grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Magical Effects, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

Bringing Back the Dead: Several spells have the power to restore slain characters to life.

When a living creature dies, its soul departs its body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Level Loss: Any creature brought back to life usually loses one level of experience. The character's new XP total is midway between the minimum needed for his or her new (reduced) level and the minimum needed for the next one. If the character was 1st level at the time of death, he or she loses 2 points of Constitution instead of losing a level.

This level loss or Constitution loss cannot be repaired by any mortal means, even *wish* or *miracle*. A revived character can regain a lost level by earning XP through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Constitution by improving his or her Constitution score when he or she attains a level that allows an ability score increase.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead.

Keeping the body prevents others from using *raise dead* or *resurrection* to restore the slain character to life. Casting *trap the soul* prevents any sort of revivification unless the soul is first released.

Revivification against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

COMBINING MAGICAL EFFECTS

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect. Several other general rules apply when spells or magical effects operate in the same place:

Stacking Effects: Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different spells (or from effects other than spells; see Bonus Types, above).

Different Bonus Names: The bonuses or penalties from two different spells stack if the modifiers are of different types. A bonus that isn't named stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more identical spells are operating in the same area or on the same target, but at different strengths, only the best one applies.

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. Usually the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, one spell can render a later spell irrelevant. Both spells are still active, but one has rendered the other useless in some fashion.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render each other irrelevant, such as a spell that removes the subject's ability to act. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other. This is a special effect that is noted in a spell's description.

Instantaneous Effects: Two or more spells with instantaneous durations work cumulatively when they affect the same target.

SPELL DESCRIPTIONS

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

NAME

The first line of every spell description gives the name by which the spell is generally known.

SCHOOL (SUBSCHOOL)

Beneath the spell name is a line giving the school of magic (and the subschool, if appropriate) that the spell belongs to. Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in

similar ways. A small number of spells (*arcane mark*, *limited wish*, *permanency*, *prestidigitation*, and *wish*) are universal, belonging to no school.

Abjuration

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence.

If one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, that barrier cannot be used to push away those creatures. If you force the barrier against such a creature, you feel a discernible pressure against the barrier. If you continue to apply pressure, you end the spell.

Conjuration

Each conjuration spell belongs to one of five subschools. Conjurations bring manifestations of objects, creatures, or some form of energy to you (the summoning subschool), actually transport creatures from another plane of existence to your plane (calling), heal (healing), transport creatures or objects over great distances (teleportation), or create objects or effects on the spot (creation). Creatures you conjure usually, but not always, obey your commands.

A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

The creature or object must appear within the spell's range, but it does not have to remain within the range.

Calling: A calling spell transports a creature from another plane to the plane you are on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances under which this is possible. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (see below). The duration of a calling spell is instantaneous, which means that the called creature can't be dispelled.

Creation: A creation spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Healing: Certain divine conjurations heal creatures or even bring them back to life.

Summoning: A summoning spell instantly brings a creature or object to a place you designate. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or if its hit points drop to 0 or lower. It is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again. When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells that would cost it XP, or to use any spell-like abilities that would cost XP if they were spells.

Teleportation: A teleportation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. Unlike summoning spells, the transportation is (unless otherwise noted) one-way and not dispellable.

Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Divination

Divination spells enable you to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Many divination spells have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell.

Scrying: A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you, but not spells or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active spell.

Lead sheeting or magical protection blocks a scrying spell, and you sense that the spell is so blocked.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior.

All enchantments are mind-affecting spells. Two types of enchantment spells grant you influence over a subject creature.

Charm: A charm spell changes how the subject views you, typically making it see you as a good friend.

Compulsion: A compulsion spell forces the subject to act in some manner or changes the way her mind works. Some compulsion spells determine the subject's actions or the effects on the subject, some compulsion spells allow you to determine the subject's actions when you cast the spell, and others give you ongoing control over the subject.

Evocation

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the image produces gibberish. Likewise, you cannot make a visual copy of something unless you know what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly. A figment's AC is equal to 10 + its size modifier.

Gramer: A gramer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern: Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

Phantasm: A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm. All phantasms are mind-affecting spells.

Shadow: A shadow spell creates something that is partially real from extradimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline. A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

Necromancy

Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures make up a large part of this school.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition.

[DESCRIPTOR]

Appearing on the same line as the school and subschool, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent spell uses intelligible language as a medium for communication. If the target cannot understand or cannot hear what the caster of a language-dependant spell says the spell fails.

A mind-affecting spell works only against creatures with an Intelligence score of 1 or higher.

LEVEL

The next line of a spell description gives the spell's level, a number between 0 and 9 that defines the spell's relative power. This number is preceded by an abbreviation for the class whose members can cast the spell. The Level entry also indicates whether a spell is a domain spell and, if so, what its domain and its level as a domain spell are. A spell's level affects the DC for any save allowed against the effect.

Names of spellcasting classes are abbreviated as follows: bard Brd; cleric Clr; druid Drd; paladin Pal; ranger Rgr; sorcerer Sor; wizard Wiz.

The domains a spell can be associated with include Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, and Water.

COMPONENTS

A spell's components are what you must do or possess to cast it. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material, focus, and XP components are given at the end of the descriptive text. Usually you don't worry about components, but when you can't use a component for some reason or when a material or focus component is expensive, then the components are important.

Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. A *silence* spell or a gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast.

Somatic (S): A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component.

Material (M): A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process. Unless a cost is given for a material component, the cost is negligible. Don't bother to keep track of material components with negligible cost. Assume you have all you need as long as you have your spell component pouch.

Focus (F): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a price is given. Assume that focus components of negligible cost are in your spell component pouch.

Divine Focus (DF): A divine focus component is an item of spiritual significance. The divine focus for a cleric or a paladin is a holy symbol appropriate to the character's faith.

If the Components line includes F/DF or M/DF, the arcane version of the spell has a focus component or a material component (the abbreviation before the slash) and the divine version has a divine focus component (the abbreviation after the slash).

XP Cost (XP): Some powerful spells entail an experience point cost to you. No spell can restore the XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to attain a new level, use those XP for casting a spell rather than keeping them and advancing a level. The XP are treated just like a material component—expended when you cast the spell, whether or not the casting succeeds.

CASTING TIME

Most spells have a casting time of 1 standard action. Others take 1 round or more, while a few require only a free action.

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

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

When you begin a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the spell. A spell with a casting time of 1 free action doesn't count against your normal limit of one spell per round. However, you may cast such a spell only once per round. Casting a spell with a casting time of 1 free action doesn't provoke attacks of opportunity.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

RANGE

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted.

Standard ranges include the following.

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

Close: The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full caster levels.

Medium: The spell reaches as far as 100 feet + 10 feet per caster level.

Long: The spell reaches as far as 400 feet + 40 feet per caster level.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

AIMING A SPELL

You must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The next entry in a spell description defines the spell's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

If the target of a spell is yourself (the spell description has a line that reads Target: You), you do not receive a saving throw, and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells.

Some spells restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a move action that does not provoke attacks of opportunity.

Effect: Some spells create or summon things rather than affecting things that are already present.

You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the spell's range.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin, which must be a grid intersection. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the spell effect takes. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect, but you need not have line of effect (see below) to all portions of the effect.

Area: Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, you select the point where the spell originates, but otherwise you don't control which creatures or objects the spell affects. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Burst, Emanation, or Spread: Most spells that affect an area function as a burst, an emanation, or a spread. In each case, you select the spell's point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst spells are specifically described as cone-shaped. A burst's area defines how far from the point of origin the spell's effect extends.

An emanation spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell. Most emanations are cones or spheres.

A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the spell effect takes.

Cone, Cylinder, Line, or Sphere: Most spells that affect an area have a particular shape, such as a cone, cylinder, line, or sphere.

A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners. When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area.

A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through.

A sphere-shaped spell expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Creatures: A spell with this kind of area affects creatures directly (like a targeted spell), but it affects all creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst, a cone-shaped burst, or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead. Creatures in the spell's area that are not of the appropriate type do not count against the creatures affected.

Objects: A spell with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

Other: A spell can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)," you can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast.

A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell's line of effect.

DURATION

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable the duration is rolled secretly (the caster doesn't know how long the spell will last).

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end.

You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Subjects, Effects, and Areas: If the spell affects creatures directly the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the spell affects an area then the spell stays with that area for its duration.

Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates.

Some touch spells allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Discharge: Occasionally a spell lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with “(D),” you can dismiss the spell at will. You must be within range of the spell’s effect and must speak words of dismissal, which are usually a modified form of the spell’s verbal component. If the spell has no verbal component, you can dismiss the effect with a gesture. Dismissing a spell is a standard action that does not provoke attacks of opportunity.

A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

SAVING THROW

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

(object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature’s saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item’s saving throw bonuses are each equal to $2 + \text{one-half the item's caster level}$.

(harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class: A saving throw against your spell has a DC of $10 + \text{the level of the spell} + \text{your bonus for the relevant ability}$ (Intelligence for a wizard, Charisma for a sorcerer or bard, or Wisdom for a cleric, druid, paladin, or ranger). A spell’s level can vary depending on your class. Always use the spell level applicable to your class.

Succeeding on a Saving Throw: A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature’s saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the spell may cause damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell’s result. Even a character with a special resistance to magic can suppress this quality.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table: Items Affected by Magical Attacks. Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deal.

If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

Table: Items Affected by Magical Attacks

Order ¹	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand (including weapon, wand, or the like)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

¹ In order of most likely to least likely to be affected.

SPELL RESISTANCE

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make

a caster level check (1d20 + caster level) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

The Spell Resistance entry and the descriptive text of a spell description tell you whether spell resistance protects creatures from the spell. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

The terms "object" and "harmless" mean the same thing for spell resistance as they do for saving throws. A creature with spell resistance must voluntarily lower the resistance (a standard action) in order to be affected by a spell noted as harmless. In such a case, you do not need to make the caster level check described above.

DESCRIPTIVE TEXT

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included "see text," this is where the explanation is found.

ARCANE SPELLS

Wizards, sorcerers, and bards cast arcane spells. Compared to divine spells, arcane spells are more likely to produce dramatic results.

PREPARING WIZARD SPELLS

A wizard's level limits the number of spells she can prepare and cast. Her high Intelligence score might allow her to prepare a few extra spells. She can prepare the same spell more than once, but each preparation counts as one spell toward her daily limit. To prepare a spell the wizard must have an Intelligence score of at least $10 + \text{the spell's level}$.

Rest: To prepare her daily spells, a wizard must first sleep for 8 hours. The wizard does not have to slumber for every minute of the time, but she must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If her rest is interrupted, each interruption adds 1 hour to the total amount of time she has to rest in order to clear her mind, and she must have at least 1 hour of uninterrupted rest immediately prior to preparing her spells. If the character does not need to sleep for some reason, she still must have 8 hours of restful calm before preparing any spells.

Recent Casting Limit/Rest Interruptions: If a wizard has cast spells recently, the drain on her resources reduces her capacity to prepare new spells. When she prepares spells for the coming day, all the spells she has cast within the last 8 hours count against her daily limit.

Preparation Environment: To prepare any spell, a wizard must have enough peace, quiet, and comfort to allow for proper concentration. The wizard's surroundings need not be luxurious, but they must be free from overt distractions. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might experience while studying. Wizards also must have access to their spellbooks to study from and sufficient light to read them by. There is one major exception: A wizard can prepare a *read magic* spell even without a spellbook.

Spell Preparation Time: After resting, a wizard must study her spellbook to prepare any spells that day. If she wants to prepare all her spells, the process takes 1 hour. Preparing some smaller portion of her daily capacity takes a proportionally smaller amount of time, but always at least 15 minutes, the minimum time required to achieve the proper mental state.

Spell Selection and Preparation: Until she prepares spells from her spellbook, the only spells a wizard has available to cast are the ones that she already had prepared from the previous day and has not yet used. During the study period, she chooses which spells to prepare. If a wizard already has spells prepared (from the previous day) that she has not cast, she can abandon some or all of them to make room for new spells.

When preparing spells for the day, a wizard can leave some of these spell slots open. Later during that day, she can repeat the preparation process as often as she likes, time and circumstances permitting. During these extra sessions of preparation, the wizard can fill these unused spell slots. She cannot, however, abandon a previously prepared spell to replace it with another one or fill a slot that is empty because she has cast a spell in the meantime. That sort of preparation requires a mind fresh from rest. Like the first session of the day, this preparation takes at least 15 minutes, and it takes longer if the wizard prepares more than one-quarter of her spells.

Spell Slots: The various character class tables show how many spells of each level a character can cast per day. These openings for daily spells are called spell slots. A spellcaster always has the option to fill a higher-level spell slot with a lower-level spell. A spellcaster who lacks a high enough ability score to cast spells that would otherwise be his or her due still gets the slots but must fill them with spells of lower level.

Prepared Spell Retention: Once a wizard prepares a spell, it remains in her mind as a nearly cast spell until she uses the prescribed components to complete and trigger it or until she abandons it. Certain other events, such as the effects of magic items or special attacks from monsters, can wipe a prepared spell from a character's mind.

Death and Prepared Spell Retention: If a spellcaster dies, all prepared spells stored in his or her mind are wiped away. Potent magic (such as *raise dead*, *resurrection*, or *true resurrection*) can recover the lost energy when it recovers the character.

ARCANE MAGICAL WRITINGS

To record an arcane spell in written form, a character uses complex notation that describes the magical forces involved in the spell. The writer uses the same system no matter what her native language or culture. However, each character uses the system in her own way. Another person's magical writing remains incomprehensible to even the most powerful wizard until she takes time to study and decipher it.

To decipher an arcane magical writing (such as a single spell in written form in another's spellbook or on a scroll), a character must make a Spellcraft check (DC 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell again until the next day. A *read magic* spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, she does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, she can attempt to use the scroll.

Wizard Spells and Borrowed Spellbooks

A wizard can use a borrowed spellbook to prepare a spell she already knows and has recorded in her own spellbook, but preparation success is not assured. First, the wizard must decipher the writing in the book (see Arcane Magical Writings, above). Once a spell from another spellcaster's book is deciphered, the reader must make a Spellcraft check (DC 15 + spell's level) to prepare the spell. If the check succeeds, the wizard can prepare the spell. She must repeat the check to prepare the spell again, no matter how many times she has prepared it before. If the check fails, she cannot try to prepare the spell from the same source again until the next day. (However, as explained above, she does not need to repeat a check to decipher the writing.)

Adding Spells to a Wizard's Spellbook

Wizards can add new spells to their spellbooks through several methods. If a wizard has chosen to specialize in a school of magic, she can learn spells only from schools whose spells she can cast.

Spells Gained at a New Level: Wizards perform a certain amount of spell research between adventures. Each time a character attains a new wizard level, she gains two spells of her choice to add to her spellbook. The two free spells must be of spell levels she can cast. If she has chosen to specialize in a school of magic, one of the two free spells must be from her specialty school.

Spells Copied from Another's Spellbook or a Scroll: A wizard can also add a spell to her book whenever she encounters one on a magic scroll or in another wizard's spellbook. No matter what the spell's source, the wizard must first decipher the magical writing (see Arcane Magical Writings, above). Next, she must spend a day studying the spell. At the end of the day, she must make a Spellcraft check (DC 15 + spell's level). A wizard who has specialized in a school of spells gains a +2 bonus on the Spellcraft check if the new spell is from her specialty school. She cannot, however, learn any spells from her prohibited schools. If the check succeeds, the wizard understands the spell and can copy it into her spellbook (see Writing a New Spell into a Spellbook, below). The process leaves a spellbook that was copied from unharmed, but a spell successfully copied from a magic scroll disappears from the parchment.

If the check fails, the wizard cannot understand or copy the spell. She cannot attempt to learn or copy that spell again until she gains another rank in Spellcraft. A spell that was being copied from a scroll does not vanish from the scroll.

In most cases, wizards charge a fee for the privilege of copying spells from their spellbooks. This fee is usually equal to the spell's level \times 50 gp.

Independent Research: A wizard also can research a spell independently, duplicating an existing spell or creating an entirely new one.

Writing a New Spell into a Spellbook

Once a wizard understands a new spell, she can record it into her spellbook.

Time: The process takes 24 hours, regardless of the spell's level.

Space in the Spellbook: A spell takes up one page of the spellbook per spell level. Even a 0-level spell (cantrip) takes one page. A spellbook has one hundred pages.

Materials and Costs: Materials for writing the spell cost 100 gp per page.

Note that a wizard does not have to pay these costs in time or gold for the spells she gains for free at each new level.

Replacing and Copying Spellbooks

A wizard can use the procedure for learning a spell to reconstruct a lost spellbook. If she already has a particular spell

prepared, she can write it directly into a new book at a cost of 100 gp per page (as noted in Writing a New Spell into a Spellbook, above). The process wipes the prepared spell from her mind, just as casting it would. If she does not have the spell prepared, she can prepare it from a borrowed spellbook and then write it into a new book. Duplicating an existing spellbook uses the same procedure as replacing it, but the task is much easier. The time requirement and cost per page are halved.

Selling a Spellbook

Captured spellbooks can be sold for a gp amount equal to one-half the cost of purchasing and inscribing the spells within (that is, one-half of 100 gp per page of spells). A spellbook entirely filled with spells (that is, with one hundred pages of spells inscribed in it) is worth 5,000 gp.

SORCERERS AND BARDS

Sorcerers and bards cast arcane spells, but they do not have spellbooks and do not prepare their spells. A sorcerer's or bard's class level limits the number of spells he can cast (see these class descriptions). His high Charisma score might allow him to cast a few extra spells. A member of either class must have a Charisma score of at least $10 + \text{a spell's level}$ to cast the spell.

Daily Readyng of Spells: Each day, sorcerers and bards must focus their minds on the task of casting their spells. A sorcerer or bard needs 8 hours of rest (just like a wizard), after which he spends 15 minutes concentrating. (A bard must sing, recite, or play an instrument of some kind while concentrating.) During this period, the sorcerer or bard readies his mind to cast his daily allotment of spells. Without such a period to refresh himself, the character does not regain the spell slots he used up the day before.

Recent Casting Limit: As with wizards, any spells cast within the last 8 hours count against the sorcerer's or bard's daily limit.

Adding Spells to a Sorcerer's or Bard's Repertoire: A sorcerer or bard gains spells each time he attains a new level in his class and never gains spells any other way. When your sorcerer or bard gains a new level, consult Table: Bard Spells Known or Table: Sorcerer Spells Known to learn how many spells from the appropriate spell list he now knows. With permission, sorcerers and bards can also select the spells they gain from new and unusual spells that they have gained some understanding of.

DIVINE SPELLS

Clerics, druids, experienced paladins, and experienced rangers can cast divine spells. Unlike arcane spells, divine spells draw power from a divine source. Clerics gain spell power from deities or from divine forces. The divine force of nature powers druid and ranger spells. The divine forces of law and good power paladin spells. Divine spells tend to focus on healing and protection and are less flashy, destructive, and disruptive than arcane spells.

PREPARING DIVINE SPELLS

Divine spellcasters prepare their spells in largely the same manner as wizards do, but with a few differences. The relevant ability for divine spells is Wisdom. To prepare a divine spell, a character must have a Wisdom score of $10 + \text{the spell's level}$. Likewise, bonus spells are based on Wisdom.

Time of Day: A divine spellcaster chooses and prepares spells ahead of time, just as a wizard does. However, a divine spellcaster does not require a period of rest to prepare spells. Instead, the character chooses a particular part of the day to pray and receive spells. The time is usually associated with some daily event. If some event prevents a character from praying at the proper time, he must do so as soon as possible. If the character does not stop to pray for spells at the first opportunity, he must wait until the next day to prepare spells.

Spell Selection and Preparation: A divine spellcaster selects and prepares spells ahead of time through prayer and meditation at a particular time of day. The time required to prepare spells is the same as it is for a wizard (1 hour), as is the requirement for a relatively peaceful environment. A divine spellcaster does not have to prepare all his spells at once. However, the character's mind is considered fresh only during his or her first daily spell preparation, so a divine spellcaster cannot fill a slot that is empty because he or she has cast a spell or abandoned a previously prepared spell.

Divine spellcasters do not require spellbooks. However, such a character's spell selection is limited to the spells on the list for his or her class. Clerics, druids, paladins, and rangers have separate spell lists. A cleric also has access to two domains determined during his character creation. Each domain gives him access to a domain spell at each spell level from 1st to 9th, as well as a special granted power. With access to two domain spells at each spell level—one from each of his two domains—a cleric must prepare, as an extra domain spell, one or the other each day for each level of spell he can cast. If a domain spell is not on the cleric spell list, it can be prepared only in a domain spell slot.

Spell Slots: The character class tables show how many spells of each level a character can cast per day.

These openings for daily spells are called spell slots. A spellcaster always has the option to fill a higher-level spell slot with a

lower level spell. A spellcaster who lacks a high enough ability score to cast spells that would otherwise be his or her due still gets the slots but must fill them with spells of lower level.

Recent Casting Limit: As with arcane spells, at the time of preparation any spells cast within the previous 8 hours count against the number of spells that can be prepared.

Spontaneous Casting of Cure and Inflict Spells: A good cleric (or a cleric of a good deity) can spontaneously cast a *cure* spell in place of a prepared spell of the same level or higher, but not in place of a domain spell. An evil cleric (or a cleric of an evil deity) can spontaneously cast an *inflict* spell in place of a prepared spell (one that is not a domain spell) of the same level or higher. Each neutral cleric of a neutral deity either spontaneously casts *cure* spells like a good cleric or *inflict* spells like an evil one, depending on which option the player chooses when creating the character. The divine energy of the spell that the *cure* or *inflict* spell substitutes for is converted into the *cure* or *inflict* spell as if that spell had been prepared all along.

Spontaneous Casting of Summon Nature's Ally Spells: A druid can spontaneously cast a *summon nature's ally* spell in place of a prepared spell of the same level or higher. The divine energy of the spell that the *summon nature's ally* spell substitutes for is converted into the *summon* spell as if that spell had been prepared all along.

DIVINE MAGICAL WRITINGS

Divine spells can be written down and deciphered just as arcane spells can (see Arcane Magical Writings, above). Any character with the Spellcraft skill can attempt to decipher the divine magical writing and identify it. However, only characters who have the spell in question (in its divine form) on their class spell list can cast a divine spell from a scroll.

NEW DIVINE SPELLS

Divine spellcasters most frequently gain new spells in one of the following two ways.

Spells Gained at a New Level: Characters who can cast divine spells undertake a certain amount of study between adventures. Each time such a character receives a new level of divine spells, he or she learns new spells from that level automatically.

Independent Research: A divine spellcaster also can research a spell independently, much as an arcane spellcaster can. Only the creator of such a spell can prepare and cast it, unless he decides to share it with others.

SPECIAL ABILITIES

Spell-Like Abilities: Usually, a spell-like ability works just like the spell of that name. A few spell-like abilities are unique; these are explained in the text where they are described.

A spell-like ability has no verbal, somatic, or material component, nor does it require a focus or have an XP cost. The user activates it mentally. Armor never affects a spell-like ability's use, even if the ability resembles an arcane spell with a somatic component.

A spell-like ability has a casting time of 1 standard action unless noted otherwise in the ability or spell description. In all other ways, a spell-like ability functions just like a spell.

Spell-like abilities are subject to spell resistance and to being dispelled by *dispel magic*. They do not function in areas where magic is suppressed or negated. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

Some creatures are actually sorcerers of a sort. They cast arcane spells as sorcerers do, using components when required. In fact, an individual creature could have some spell-like abilities and also cast other spells as a sorcerer.

Supernatural Abilities: These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Supernatural abilities are not subject to spell resistance, counterspells, or to being dispelled by *dispel magic*, and do not function in areas where magic is suppressed or negated.

Extraordinary Abilities: These abilities cannot be disrupted in combat, as spells can, and they generally do not provoke attacks of opportunity. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities. They are not subject to dispelling, and they function normally in an *antimagic field*. Indeed, extraordinary abilities do not qualify as magical, though they may break the laws of physics.

Natural Abilities: This category includes abilities a creature has because of its physical nature. Natural abilities are those not otherwise designated as extraordinary, supernatural, or spell-like.

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SPELL LIST I

An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An ^X denotes a spell with an XP component paid by the caster.

Order of Presentation: In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains.

When a spell's name begins with "lesser," "greater," or "mass," the spell description is alphabetized under the second word of the spell name instead.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, have character levels equal to their Hit Dice.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word "level" in the spell lists that follow always refers to caster level.

Creatures and Characters: The words "creature" and "character" are used synonymously in the spell descriptions.

BARD SPELLS

0-LEVEL BARD SPELLS (CANTRIPS)

Dancing Lights: Creates torches or other lights.

Daze: Humanoid creature of 4 HD or less loses next action.

Detect Magic: Detects spells and magic items within 60 ft.

Flare: Dazzles one creature (-1 on attack rolls).

Ghost Sound: Figment sounds.

Know Direction: You discern north.

Light: Object shines like a torch.

Lullaby: Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against *sleep*.

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

Prestidigitation: Performs minor tricks.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Summon Instrument: Summons one instrument of the caster's choice.

1ST-LEVEL BARD SPELLS

Alarm: Wards an area for 2 hours/level.

Animate Rope: Makes a rope move at your command.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Charm Person: Makes one person your friend.

Comprehend Languages: You understand all spoken and written languages.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Secret Doors: Reveals hidden doors within 60 ft.

Disguise Self: Changes your appearance.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Grease: Makes 10-ft. square or one object slippery.

Hideous Laughter: Subject loses actions for 1 round/ level.

Hypnotism: Fascinates 2d4 HD of creatures.

Identify ^M: Determines properties of magic item.

Lesser Confusion: One creature is *confused* for 1 round.

Magic Mouth ^M: Speaks once when triggered.

Magic Aura: Alters object's magic aura.

Obscure Object: Masks object against scrying.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Silent Image: Creates minor illusion of your design.
Sleep: Puts 4 HD of creatures into magical slumber.
Summon Monster I: Calls extraplanar creature to fight for you.
Undetectable Alignment: Conceals alignment for 24 hours.
Unseen Servant: Invisible force obeys your commands.
Ventriloquism: Throws voice for 1 min./level.

2ND-LEVEL BARD SPELLS

Alter Self: Assume form of a similar creature.
Animal Messenger: Sends a Tiny animal to a specific place.
Animal Trance: Fascinates 2d6 HD of animals.
Blindness/Deafness: Makes subject blind or deaf.
Blur: Attacks miss subject 20% of the time.
Calm Emotions: Calms creatures, negating emotion effects.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Darkness: 20-ft. radius of supernatural shadow.
Daze Monster: Living creature of 6 HD or less loses next action.
Delay Poison: Stops poison from harming subject for 1 hour/ level.
Detect Thoughts: Allows "listening" to surface thoughts.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Enthrall: Captivates all within 100 ft. + 10 ft./level.
Fox's Cunning: Subject gains +4 to Int for 1 min./level.
Glitterdust: Blinds creatures, outlines invisible creatures.
Heroism: Gives +2 on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Locate Object: Senses direction toward object (specific or type).
Minor Image: As *silent image*, plus some sound.

Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

Misdirection: Misleads divinations for one creature or object.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Rage: Gives +2 to Str and Con, +1 on Will saves, -2 to AC.
Scare: Panics creatures of less than 6 HD.
Shatter: Sonic vibration damages objects or crystalline creatures.
Silence: Negates sound in 20-ft. radius.
Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
Suggestion: Compels subject to follow stated course of action.
Summon Monster II: Calls extraplanar creature to fight for you.
Summon Swarm: Summons swarm of bats, rats, or spiders.

Tongues: Speak any language.
Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL BARD SPELLS

Blink: You randomly vanish and reappear for 1 round/level.
Charm Monster: Makes monster believe it is your ally.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Confusion: Subjects behave oddly for 1 round/level.
Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Daylight: 60-ft. radius of bright light.
Deep Slumber: Puts 10 HD of creatures to sleep.
Dispel Magic: Cancels magical spells and effects.
Displacement: Attacks miss subject 50%.
Fear: Subjects within cone flee for 1 round/level.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Geas, Lesser: Commands subject of 7 HD or less.
Glibness: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.
Good Hope: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Illusory Script^M: Only intended reader can decipher.

Invisibility Sphere: Makes everyone within 10 ft. invisible.

Major Image: As *silent image*, plus sound, smell and thermal effects.

Phantom Steed: Magic horse appears for 1 hour/level.

Remove Curse: Frees object or person from curse.

Scrying^F: Spies on subject from a distance.

Sculpt Sound: Creates new sounds or changes existing ones.

Secret Page: Changes one page to hide its real content.

See Invisibility: Reveals invisible creatures or objects.

Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.

Slow: One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.

Speak with Animals: You can communicate with animals.

Summon Monster III: Calls extraplanar creature to fight for you.

Tiny Hut: Creates shelter for ten creatures.

4TH-LEVEL BARD SPELLS

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Detect Scrying: Alerts you of magical eavesdropping.

Dimension Door: Teleports you short distance.

Dominate Person: Controls humanoid telepathically.

Freedom of Movement: Subject moves normally despite impediments.

Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).

Hold Monster: As *hold person*, but any creature.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.

Locate Creature: Indicates direction to familiar creature.

Modify Memory: Changes 5 minutes of subject's memories.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Rainbow Pattern: Lights fascinate 24 HD of creatures.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Secure Shelter: Creates sturdy cottage.

Shadow Conjunction: Mimics conjuring below 4th level, but only 20% real.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Speak with Plants: You can talk to normal plants and plant creatures.

Summon Monster IV: Calls extraplanar creature to fight for you.

Zone of Silence: Keeps eavesdroppers from overhearing conversations.

5TH-LEVEL BARD SPELLS

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Dream: Sends message to anyone sleeping.

False Vision^M: Fools scrying with an illusion.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Mind Fog: Subjects in fog get -10 to Wis and Will checks.

Mirage Arcana: As *hallucinatory terrain*, plus structures.

Mislead: Turns you invisible and creates illusory double.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Persistent Image: As *major image*, but no concentration required.

Seeming: Changes appearance of one person per two levels.

Shadow Evocation: Mimics evocation of lower than 5th level, but only 20% real.

Shadow Walk: Step into shadow to travel rapidly.

Song of Discord: Forces targets to attack each other.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Summon Monster V: Calls extraplanar creature to fight for you.

6TH-LEVEL BARD SPELLS

Analyze Dweomer^F: Reveals magical aspects of subject.

Animate Objects: Objects attack your foes.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Eyebite: Target becomes panicked, sickened, and comatose.

Find the Path: Shows most direct way to a location.

Fox's Cunning, Mass: As *fox's cunning*, affects one subject/level.

Geas/Quest: As *lesser geas*, plus it affects any creature.

Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

Irresistible Dance: Forces subject to dance.

Permanent Image: Includes sight, sound, and smell.

Programmed Image^M: As *major image*, plus triggered by event.

Project Image: Illusory double can talk and cast spells.

Scrying, Greater: As *scrying*, but faster and longer.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Summon Monster VI: Calls extraplanar creature to fight for you.

Sympathetic Vibration: Deals 2d10 damage/round to freestanding structure.

Veil: Changes appearance of group of creatures.

CLERIC SPELLS

0-LEVEL CLERIC SPELLS (ORISONS)

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Inflict Minor Wounds: Touch attack, 1 point of damage.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL CLERIC SPELLS

Bane: Enemies take -1 on attack rolls and saves against fear.

Bless: Allies gain +1 on attack rolls and saves against fear.

Bless Water^M: Makes holy water.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Command: One subject obeys selected command for 1 round.

Comprehend Languages: You understand all spoken and written languages.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Curse Water^M: Makes unholy water.

Deathwatch: Reveals how near death subjects within 30 ft. are.

Detect Chaos/Evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.

Detect Undead: Reveals undead within 60 ft.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.

Endure Elements: Exist comfortably in hot or cold environments.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Hide from Undead: Undead can't perceive one subject/level.

Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.

Magic Weapon: Weapon gains +1 bonus.

Obscuring Mist: Fog surrounds you.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Summon Monster I: Calls extraplanar creature to fight for you.

2ND-LEVEL CLERIC SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Augury^{MF}: Learns whether an action will be good or bad.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Calm Emotions: Calms creatures, negating emotion effects.

Consecrate^M: Fills area with positive energy, making undead weaker.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Darkness: 20-ft. radius of supernatural shadow.

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Desecrate^M: Fills area with negative energy, making undead stronger.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

Find Traps: Notice traps as a rogue does.

Gentle Repose: Preserves one corpse.

Hold Person: Paralyzes one humanoid for 1 round/level.

Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).

Make Whole: Repairs an object.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Remove Paralysis: Freed one or more creatures from paralysis or *slow* effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Shatter: Sonic vibration damages objects or crystalline creatures.

Shield Other^F: You take half of subject's damage.

Silence: Negates sound in 20-ft. radius.

Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.

Spiritual Weapon: Magic weapon attacks on its own.

Status: Monitors condition, position of allies.

Summon Monster II: Calls extraplanar creature to fight for you.

Undetectable Alignment: Conceals alignment for 24 hours.

Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL CLERIC SPELLS

Animate Dead^M: Creates undead skeletons and zombies.

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Blindness/Deafness: Makes subject blinded or deafened.

Contagion: Infects subject with chosen disease.

Continual Flame^M: Makes a permanent, heatless torch.

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Daylight: 60-ft. radius of bright light.

Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.

Dispel Magic: Cancels spells and magical effects.

Glyph of Warding^M: Inscription harms those who pass it.

Helping Hand: Ghostly hand leads subject to you.

Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).

Invisibility Purge: Dispels invisibility within 5 ft./level.

Locate Object: Senses direction toward object (specific or type).

Magic Circle against Chaos/Evil/Good/Law: As *protection* spells, but 10-ft. radius and 10 min./level.

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Meld into Stone: You and your gear merge with stone.

Obscure Object: Masks object against scrying.

Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Frees object or person from curse.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels damage, more against undead.

Speak with Dead: Corpse answers one question/two levels.

Stone Shape: Sculpts stone into any shape.

Summon Monster III: Calls extraplanar creature to fight for you.

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if solid.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL CLERIC SPELLS

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Control Water: Raises or lowers bodies of water.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Dimensional Anchor: Bars extradimensional movement.

Discern Lies: Reveals deliberate falsehoods.

Dismissal: Forces a creature to return to native plane.

Divination^M: Provides useful advice for specific proposed actions.

Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.

Freedom of Movement: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Imbue with Spell Ability: Transfer spells to subject.

Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Planar Ally, Lesser^X: Exchange services with a 6 HD extraplanar creature.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Restoration^M: Restores level and ability score drains.

Sending: Delivers short message anywhere, instantly.

Spell Immunity: Subject is immune to one spell per four levels.

Summon Monster IV: Calls extraplanar creature to fight for you.

Tongues: Speak any language.

5TH-LEVEL CLERIC SPELLS

Atonement^{FX}: Removes burden of misdeeds from subject.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Command, Greater: As *command*, but affects one subject/level.

Commune^X: Deity answers one yes-or-no question/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispel Chaos/Evil/Good/Law: +4 bonus against attacks.

Disrupting Weapon: Melee weapon destroys undead.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Hallow^M: Designates location as holy.

Inflict Light Wounds, Mass: Deals 1d8 damage +1/level to many creatures.

Insect Plague: Locust swarms attack creatures.

Mark of Justice: Designates action that will trigger *curse* on subject.

Plane Shift^F: As many as eight subjects travel to another plane.

Raise Dead^M: Restores life to subject who died as long as one day/level ago.

Righteous Might: Your size increases, and you gain combat bonuses.

Scrying^F: Spies on subject from a distance.

Slay Living: Touch attack kills subject.

Spell Resistance: Subject gains SR 12 + level.

Summon Monster V: Calls extraplanar creature to fight for you.

Symbol of Pain^M: Triggered rune wracks nearby creatures with pain.

Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.

True Seeing^M: Lets you see all things as they really are.

Unhallow^M: Designates location as unholy.

Wall of Stone: Creates a stone wall that can be shaped.

6TH-LEVEL CLERIC SPELLS

Animate Objects: Objects attack your foes.
Antilife Shell: 10-ft. field hedges out living creatures.
Banishment: Banishes 2 HD/level of extraplanar creatures.
Bear's Endurance, Mass: As *bear's endurance*, affects one subject/ level.
Blade Barrier: Wall of blades deals 1d6/level damage.
Bull's Strength, Mass: As *bull's strength*, affects one subject/level.
Create Undead: Create ghouls, ghosts, mummies, or mohrgs.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.
Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.
Find the Path: Shows most direct way to a location.
Forbiddance^M: Blocks planar travel, damages creatures of different alignment.
Geas/Quest: As *lesser geas*, plus it affects any creature.
Glyph of Warding, Greater: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
Harm: Deals 10 points/level damage to target.
Heal: Cures 10 points/level of damage, all diseases and mental conditions.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Inflict Moderate Wounds, Mass: Deals 2d8 damage +1/level to many creatures.
Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/level.
Planar Ally^X: As *lesser planar ally*, but up to 12 HD.
Summon Monster VI: Calls extraplanar creature to fight for you.
Symbol of Fear^M: Triggered rune panics nearby creatures.
Symbol of Persuasion^M: Triggered rune charms nearby creatures.
Undeath to Death^M: Destroys 1d4 HD/level undead (max 20d4).
Wind Walk: You and your allies turn vaporous and travel fast.
Word of Recall: Teleports you back to designated place.

7TH-LEVEL CLERIC SPELLS

Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.
Control Weather: Changes weather in local area.
Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Destruction^F: Kills subject and destroys remains.
Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects.
Ethereal Jaunt: You become ethereal for 1 round/level.
Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects.
Inflict Serious Wounds, Mass: Deals 3d8 damage +1/level to many creatures.
Refuge^M: Alters item to transport its possessor to you.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Repulsion: Creatures can't approach you.
Restoration, Greater^X: As *restoration*, plus restores all levels and ability scores.
Resurrection^M: Fully restore dead subject.
Scrying, Greater: As *scrying*, but faster and longer.
Summon Monster VII: Calls extraplanar creature to fight for you.
Symbol of Stunning^M: Triggered rune stuns nearby creatures.
Symbol of Weakness^M: Triggered rune weakens nearby creatures.
Word of Chaos: Kills, confuses, stuns, or deafens nonchaotic subjects.

8TH-LEVEL CLERIC SPELLS

Antimagic Field: Negates magic within 10 ft.
Cloak of Chaos^F: +4 to AC, +4 resistance, and SR 25 against lawful spells.
Create Greater Undead^M: Create shadows, wraiths, spectres, or devourers.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.
Discern Location: Reveals exact location of creature or object.
Earthquake: Intense tremor shakes 80-ft.-radius.
Fire Storm: Deals 1d6/level fire damage.
Holy Aura^F: +4 to AC, +4 resistance, and SR 25 against evil spells.
Planar Ally, Greater^X: As *lesser planar ally*, but up to 18 HD.
Inflict Critical Wounds, Mass: Deals 4d8 damage +1/level to many creatures.
Shield of Law^F: +4 to AC, +4 resistance, and SR 25 against chaotic spells.

Spell Immunity, Greater: As *spell immunity*, but up to 8th-level spells.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Symbol of Death^M: Triggered rune slays nearby creatures.

Symbol of Insanity^M: Triggered rune renders nearby creatures insane.

Unholy Aura^F: +4 to AC, +4 resistance, and SR 25 against good spells.

9TH-LEVEL CLERIC SPELLS

Astral Projection^M: Projects you and companions onto Astral Plane.

Energy Drain: Subject gains 2d4 negative levels.

Etherealness: Travel to Ethereal Plane with companions.

Gate^X: Connects two planes for travel or summoning.

Heal, Mass: As *heal*, but with several subjects.

Implosion: Kills one creature/round.

Miracle^X: Requests a deity's intercession.

Soul Bind^F: Traps newly dead soul to prevent *resurrection*.

Storm of Vengeance: Storm rains acid, lightning, and hail.

Summon Monster IX: Calls extraplanar creature to fight for you.

True Resurrection^M: As *resurrection*, plus remains aren't needed.

CLERIC DOMAINS

AIR DOMAIN

Granted Powers: Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Air Domain Spells

1 Obscuring Mist: Fog surrounds you.

2 Wind Wall: Deflects arrows, smaller creatures, and gases.

3 Gaseous Form: Subject becomes insubstantial and can fly slowly.

4 Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

5 Control Winds: Change wind direction and speed.

6 Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

7 Control Weather: Changes weather in local area.

8 Whirlwind: Cyclone deals damage and can pick up creatures.

9 Elemental Swarm*: Summons multiple elementals.

*Cast as an air spell only.

ANIMAL DOMAIN

Granted Powers: You can use *speak with animals* once per day as a spell-like ability.

Add Knowledge (nature) to your list of cleric class skills.

Animal Domain Spells

1 Calm Animals: Calms (2d4 + level) HD of animals.

2 Hold Animal: Paralyzes one animal for 1 round/level.

3 Dominate Animal: Subject animal obeys silent mental commands.

4 Summon Nature's Ally IV*: Calls creature to fight.

5 Commune with Nature: Learn about terrain for 1 mile/level.

6 Antilife Shell: 10-ft. field hedges out living creatures.

7 Animal Shapes: One ally/level polymorphs into chosen animal.

8 Summon Nature's Ally VIII*: Calls creature to fight.

9 Shapechange^F: Transforms you into any creature, and change forms once per round.

*Can only summon animals.

CHAOS DOMAIN

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

1 Protection from Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2 Shatter: Sonic vibration damages objects or crystalline creatures.

3 Magic Circle against Law: As *protection* spells, but 10-ft. radius and 10 min./level.

- 4 Chaos Hammer:** Damages and staggers lawful creatures.
 - 5 Dispel Law:** +4 bonus against attacks by lawful creatures.
 - 6 Animate Objects:** Objects attack your foes.
 - 7 Word of Chaos:** Kills, *confuses*, stuns, or deafens nonchaotic subjects.
 - 8 Cloak of Chaos^F:** +4 to AC, +4 resistance, SR 25 against lawful spells.
 - 9 Summon Monster IX*:** Calls extraplanar creature to fight for you.
- *Cast as a chaos spell only.

DEATH DOMAIN

Granted Power: You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).

Death Domain Spells

- 1 Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
- 2 Death Knell:** Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.
- 3 Animate Dead^M:** Creates undead skeletons and zombies.
- 4 Death Ward:** Grants immunity to death spells and negative energy effects.
- 5 Slay Living:** Touch attack kills subject.
- 6 Create Undead^M:** Create ghouls, ghosts, mummies, or mohrgs.
- 7 Destruction^F:** Kills subject and destroys remains.
- 8 Create Greater Undead^M:** Create shadows, wraiths, spectres, or devourers.
- 9 Wail of the Banshee:** Kills one creature/level.

DESTRUCTION DOMAIN

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

Destruction Domain Spells

- 1 Inflict Light Wounds:** Touch attack, 1d8 damage +1/level (max +5).
- 2 Shatter:** Sonic vibration damages objects or crystalline creatures.
- 3 Contagion:** Infects subject with chosen disease.
- 4 Inflict Critical Wounds:** Touch attack, 4d8 damage +1/level (max +20).
- 5 Inflict Light Wounds, Mass:** Deals 1d8 damage +1/level to any creatures.
- 6 Harm:** Deals 10 points/level damage to target.
- 7 Disintegrate:** Makes one creature or object vanish.
- 8 Earthquake:** Intense tremor shakes 80-ft.-radius.
- 9 Implosion:** Kills one creature/round.

EARTH DOMAIN

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke, command, or bolster earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Earth Domain Spells

- 1 Magic Stone:** Three stones become +1 projectiles, 1d6 +1 damage.
 - 2 Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
 - 3 Stone Shape:** Sculpts stone into any shape.
 - 4 Spike Stones:** Creatures in area take 1d8 damage, may be *lowed*.
 - 5 Wall of Stone:** Creates a stone wall that can be shaped.
 - 6 Stoneskin^M:** Ignore 10 points of damage per attack.
 - 7 Earthquake:** Intense tremor shakes 80-ft.-radius.
 - 8 Iron Body:** Your body becomes living iron.
 - 9 Elemental Swarm*:** Summons multiple elementals.
- *Cast as an earth spell only.

EVIL DOMAIN

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

- 1 Protection from Good:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 Desecrate^M:** Fills area with negative energy, making undead stronger.
- 3 Magic Circle against Good:** As protection spells, but 10-ft. radius and 10 min./level.
- 4 Unholy Blight:** Damages and sickens good creatures.
- 5 Dispel Good:** +4 bonus against attacks by good creatures.
- 6 Create Undead^M:** Create ghouls, ghosts, mummies, or mohrgs.
- 7 Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
- 8 Unholy Aura^F:** +4 to AC, +4 resistance, SR 25 against good spells.
- 9 Summon Monster IX*:** Calls extraplanar creature to fight for you.

*Cast as an evil spell only.

FIRE DOMAIN

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Fire Domain Spells

- 1 Burning Hands:** 1d4/level fire damage (max 5d4).
- 2 Produce Flame:** 1d6 damage +1/ level, touch or thrown.
- 3 Resist Energy*:** Ignores 10 (or more) points of damage/attack from specified energy type.
- 4 Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
- 5 Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.
- 6 Fire Seeds:** Acorns and berries become grenades and bombs.
- 7 Fire Storm:** Deals 1d6/level fire damage.
- 8 Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
- 9 Elemental Swarm**:** Summons multiple elementals.

*Resist cold or fire only.

**Cast as a fire spell only.

GOOD DOMAIN

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

- 1 Protection from Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10).
- 3 Magic Circle against Evil:** As protection spells, but 10-ft. radius and 10 min./level.
- 4 Holy Smite:** Damages and blinds evil creatures.
- 5 Dispel Evil:** +4 bonus against attacks by evil creatures.
- 6 Blade Barrier:** Wall of blades deals 1d6/level damage.
- 7 Holy Word^F:** Kills, paralyzes, slows, or deafens nongood subjects.
- 8 Holy Aura:** +4 to AC, +4 resistance, and SR 25 against evil spells.
- 9 Summon Monster IX*:** Calls extraplanar creature to fight for you.

*Cast as a good spell only.

HEALING DOMAIN

Granted Power: You cast healing spells at +1 caster level.

Healing Domain Spells

- 1 Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).
- 2 Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).
- 3 Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).
- 4 Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).
- 5 Cure Light Wounds, Mass:** Cures 1d8 damage +1/level (max +25) for many creatures.
- 6 Heal:** Cures 10 points/level of damage, all diseases and mental conditions.
- 7 Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- 8 Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level (max +40) for many creatures.
- 9 Heal, Mass:** As heal, but with several subjects.

KNOWLEDGE DOMAIN

Granted Power: Add all Knowledge skills to your list of cleric class skills.

You cast divination spells at +1 caster level.

Knowledge Domain Spells

- 1 Detect Secret Doors:** Reveals hidden doors within 60 ft.
- 2 Detect Thoughts:** Allows “listening” to surface thoughts.
- 3 Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.
- 4 Divination^M:** Provides useful advice for specific proposed actions.
- 5 True Seeing^M:** Lets you see all things as they really are.
- 6 Find the Path:** Shows most direct way to a location.
- 7 Legend Lore^{MF}:** Lets you learn tales about a person, place, or thing.
- 8 Discern Location:** Reveals exact location of creature or object.
- 9 Foresight:** “Sixth sense” warns of impending danger.

LAW DOMAIN

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

- 1 Protection from Chaos:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 2 Calm Emotions:** Calms creatures, negating emotion effects.
- 3 Magic Circle against Chaos:** As *protection* spells, but 10-ft. radius and 10 min./level.
- 4 Order’s Wrath:** Damages and dazes chaotic creatures.
- 5 Dispel Chaos:** +4 bonus against attacks by chaotic creatures.
- 6 Hold Monster:** As *hold person*, but any creature.
- 7 Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects.
- 8 Shield of Law^F:** +4 to AC, +4 resistance, and SR 25 against chaotic spells.
- 9 Summon Monster IX***: Calls extraplanar creature to fight for you.

*Cast as a law spell only.

LUCK DOMAIN

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it’s worse than the original roll.

Luck Domain Spells

- 1 Entropic Shield:** Ranged attacks against you have 20% miss chance.
- 2 Aid:** +1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).
- 3 Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
- 4 Freedom of Movement:** Subject moves normally despite impediments.
- 5 Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
- 6 Mislead:** Turns you invisible and creates illusory double.
- 7 Spell Turning:** Reflect 1d4+6 spell levels back at caster.
- 8 Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.
- 9 Miracle^X:** Requests a deity’s intercession.

MAGIC DOMAIN

Granted Power: Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells

- 1 Magic Aura:** Alters object’s magic aura.
- 2 Identify:** Determines properties of magic item.
- 3 Dispel Magic:** Cancels magical spells and effects.
- 4 Imbue with Spell Ability:** Transfer spells to subject.
- 5 Spell Resistance:** Subject gains SR 12 + level.
- 6 Antimagic Field:** Negates magic within 10 ft.
- 7 Spell Turning:** Reflect 1d4+6 spell levels back at caster.
- 8 Protection from Spells^{MF}:** Confers +8 resistance bonus.
- 9 Mage’s Disjunction:** Dispels magic, disenchants magic items.

PLANT DOMAIN

Granted Powers: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total

number of times per day equal to $3 + \text{your Charisma modifier}$. This granted power is a supernatural ability. Add Knowledge (nature) to your list of cleric class skills.

Plant Domain Spells

- 1 **Entangle:** Plants entangle everyone in 40-ft.-radius.
- 2 **Barkskin:** Grants +2 (or higher) enhancement to natural armor.
- 3 **Plant Growth:** Grows vegetation, improves crops.
- 4 **Command Plants:** Sway the actions of one or more plant creatures.
- 5 **Wall of Thorns:** Thorns damage anyone who tries to pass.
- 6 **Repel Wood:** Pushes away wooden objects.
- 7 **Animate Plants:** One or more trees animate and fight for you.
- 8 **Control Plants:** Control actions of one or more plant creatures.
- 9 **Shambler:** Summons $1d4+2$ shambling mounds to fight for you.

PROTECTION DOMAIN

Granted Power: You can generate a *protective ward* as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The *protective ward* is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells

- 1 **Sanctuary:** Opponents can't attack you, and you can't attack.
- 2 **Shield Other^F:** You take half of subject's damage.
- 3 **Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.
- 4 **Spell Immunity:** Subject is immune to one spell per four levels.
- 5 **Spell Resistance:** Subject gains SR $12 + \text{level}$.
- 6 **Antimagic Field:** Negates magic within 10 ft.
- 7 **Repulsion:** Creatures can't approach you.
- 8 **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
- 9 **Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.

STRENGTH DOMAIN

Granted Power: You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Strength Domain Spells

- 1 **Enlarge Person:** Humanoid creature doubles in size.
- 2 **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
- 3 **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
- 4 **Spell Immunity:** Subject is immune to one spell per four levels.
- 5 **Righteous Might:** Your size increases, and you gain combat bonuses.
- 6 **Stoneskin^M:** Ignore 10 points of damage per attack.
- 7 **Grasping Hand:** Large hand provides cover, pushes, or grapples.
- 8 **Clenched Fist:** Large hand provides cover, pushes, or attacks your foes.
- 9 **Crushing Hand:** Large hand provides cover, pushes, or crushes your foes.

SUN DOMAIN

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

Sun Domain Spells

- 1 **Endure Elements:** Exist comfortably in hot or cold environments.
- 2 **Heat Metal:** Make metal so hot it damages those who touch it.
- 3 **Searing Light:** Ray deals $1d8/\text{two levels}$, more against undead.
- 4 **Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.
- 5 **Flame Strike:** Smite foes with divine fire (1d6/level damage).
- 6 **Fire Seeds:** Acorns and berries become grenades and bombs.
- 7 **Sunbeam:** Beam blinds and deals 4d6 damage.
- 8 **Sunburst:** Blinds all within 10 ft., deals 6d6 damage.
- 9 **Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.

TRAVEL DOMAIN

Granted Powers: For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

This granted power is a supernatural ability.

Add Survival to your list of cleric class skills.

Travel Domain Spells

- 1 **Longstrider:** Increases your speed.
- 2 **Locate Object:** Senses direction toward object (specific or type).
- 3 **Fly:** Subject flies at speed of 60 ft.
- 4 **Dimension Door:** Teleports you short distance.
- 5 **Teleport:** Instantly transports you as far as 100 miles/level.
- 6 **Find the Path:** Shows most direct way to a location.
- 7 **Teleport, Greater:** As *teleport*, but no range limit and no off-target arrival.
- 8 **Phase Door:** Creates an invisible passage through wood or stone.
- 9 **Astral Projection^M:** Projects you and companions onto Astral Plane.

TRICKERY DOMAIN

Granted Power: Add Bluff, Disguise, and Hide to your list of cleric class skills.

Trickery Domain Spells

- 1 **Disguise Self:** Disguise own appearance.
- 2 **Invisibility:** Subject invisible 1 min./level or until it attacks.
- 3 **Nondetection^M:** Hides subject from divination, scrying.
- 4 **Confusion:** Subjects behave oddly for 1 round/level.
- 5 **False Vision^M:** Fools scrying with an illusion.
- 6 **Mislead:** Turns you invisible and creates illusory double.
- 7 **Screen:** Illusion hides area from vision, scrying.
- 8 **Polymorph Any Object:** Changes any subject into anything else.
- 9 **Time Stop:** You act freely for 1d4+1 rounds.

WAR DOMAIN

Granted Power: Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

War Domain Spells

- 1 **Magic Weapon:** Weapon gains +1 bonus.
- 2 **Spiritual Weapon:** Magical weapon attacks on its own.
- 3 **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
- 4 **Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.
- 5 **Flame Strike:** Smite foes with divine fire (1d6/level damage).
- 6 **Blade Barrier:** Wall of blades deals 1d6/level damage.
- 7 **Power Word Blind:** Blinds creature with 200 hp or less.
- 8 **Power Word Stun:** Stuns creature with 150 hp or less.
- 9 **Power Word Kill:** Kills creature with 100 hp or less.

WATER DOMAIN

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Water Domain Spells

- 1 **Obscuring Mist:** Fog surrounds you.
- 2 **Fog Cloud:** Fog obscures vision.
- 3 **Water Breathing:** Subjects can breathe underwater.
- 4 **Control Water:** Raises or lowers bodies of water.
- 5 **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
- 6 **Cone of Cold:** 1d6/level cold damage.
- 7 **Acid Fog:** Fog deals acid damage.
- 8 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- 9 **Elemental Swarm^{*}:** Summons multiple elementals.

*Cast as a water spell only.

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SPELL LIST II

DRUID SPELLS

0-LEVEL DRUID SPELLS (ORISONS)

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Flare: Dazzles one creature (-1 penalty on attack rolls).

Guidance: +1 on one attack roll, saving throw, or skill check.

Know Direction: You discern north.

Light: Object shines like a torch.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 bonus on saving throws.

Virtue: Subject gains 1 temporary hp.

1ST-LEVEL DRUID SPELLS

Calm Animals: Calms (2d4 + level) HD of animals.

Charm Animal: Makes one animal your friend.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Snares and Pits: Reveals natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold environments.

Entangle: Plants entangle everyone in 40-ft.-radius.

Faerie Fire: Outlines subjects with light, canceling *blur*, concealment, and the like.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Hide from Animals: Animals can't perceive one subject/level.

Jump: Subject gets bonus on Jump checks.

Longstrider: Your speed increases by 10 ft.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Magic Stone: Three stones gain +1 on attack rolls, deal 1d6+1 damage.

Obscuring Mist: Fog surrounds you.

Pass without Trace: One subject/level leaves no tracks.

Produce Flame: 1d6 damage +1/level, touch or thrown.

Shillelagh: Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min./level.

Speak with Animals: You can communicate with animals.

Summon Nature's Ally I: Calls creature to fight.

2ND-LEVEL DRUID SPELLS

Animal Messenger: Sends a Tiny animal to a specific place.

Animal Trance: Fascinates 2d6 HD of animals.

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Chill Metal: Cold metal damages those who touch it.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Fire Trap^M: Opened object deals 1d4 +1/level damage.

Flame Blade: Touch attack deals 1d8 +1/two levels damage.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Fog Cloud: Fog obscures vision.

Gust of Wind: Blows away or knocks down smaller creatures.

Heat Metal: Make metal so hot it damages those who touch it.

Hold Animal: Paralyzes one animal for 1 round/level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Reduce Animal: Shrinks one willing animal.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Soften Earth and Stone: Turns stone to clay or dirt to sand or mud.

Spider Climb: Grants ability to walk on walls and ceilings.

Summon Nature's Ally II: Calls creature to fight.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tree Shape: You look exactly like a tree for 1 hour/level.

Warp Wood: Bends wood (shaft, handle, door, plank).

Wood Shape: Rearranges wooden objects to suit you.

3RD-LEVEL DRUID SPELLS

Call Lightning: Calls down lightning bolts (3d6 per bolt) from sky.

Contagion: Infects subject with chosen disease.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Daylight: 60-ft. radius of bright light.

Diminish Plants: Reduces size or blights growth of normal plants.

Dominate Animal: Subject animal obeys silent mental commands.

Magic Fang, Greater: One natural weapon of subject creature gets +1/four levels on attack and damage rolls (max +5).

Meld into Stone: You and your gear merge with stone.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Poison: Touch deals 1d10 Con damage, repeats in 1 min.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Quench: Extinguishes nonmagical fires or one magic item.

Remove Disease: Cures all diseases affecting subject.

Sleet Storm: Hampers vision and movement.

Snare: Creates a magic booby trap.

Speak with Plants: You can talk to normal plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be slowed.

Stone Shape: Sculpts stone into any shape.

Summon Nature's Ally III: Calls creature to fight.

Water Breathing: Subjects can breathe underwater.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL DRUID SPELLS

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Antiplant Shell: Keeps animated plants at bay.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Command Plants: Sway the actions of one or more plant creatures.

Control Water: Raises or lowers bodies of water.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Dispel Magic: Cancels spells and magical effects.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Freedom of Movement: Subject moves normally despite impediments.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Reincarnate: Brings dead subject back in a random body.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Rusting Grasp: Your touch corrodes iron and alloys.

Scrying ^F: Spies on subject from a distance.

Spike Stones: Creatures in area take 1d8 damage, may be slowed.

Summon Nature's Ally IV: Calls creature to fight.

5TH-LEVEL DRUID SPELLS

Animal Growth: One animal/two levels doubles in size.

Atonement: Removes burden of misdeeds from subject.

Awaken ^X: Animal or tree gains human intellect.

Baleful Polymorph: Transforms subject into harmless animal.

Call Lightning Storm: As *call lightning*, but 5d6 damage per bolt.

Commune with Nature: Learn about terrain for 1 mile/level.

Control Winds: Change wind direction and speed.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to all death spells and negative energy effects.

Hallow ^M: Designates location as holy.

Insect Plague: Locust swarms attack creatures.

Stoneskin ^M: Ignore 10 points of damage per attack.

Summon Nature's Ally V: Calls creature to fight.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Tree Stride: Step from one tree to another far away.

Unhallow ^M: Designates location as unholy.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

Wall of Thorns: Thorns damage anyone who tries to pass.

6TH-LEVEL DRUID SPELLS

Antilife Shell: 10-ft.-radius field hedges out living creatures.

Bear's Endurance, Mass: As bear's endurance, affects one subject/ level.

Bull's Strength, Mass: As bull's strength, affects one subject/level.

Cat's Grace, Mass: As cat's grace, affects one subject/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Dispel Magic, Greater: As dispel magic, but +20 on check.

Find the Path: Shows most direct way to a location.

Fire Seeds: Acorns and berries become grenades and bombs.

Ironwood: Magic wood is strong as steel.

Liveoak: Oak becomes treant guardian.

Move Earth: Digs trenches and builds hills.

Owl's Wisdom, Mass: As owl's wisdom, affects one subject/level.

Repel Wood: Pushes away wooden objects.

Spellstaff: Stores one spell in wooden quarterstaff.

Stone Tell: Talk to natural or worked stone.

Summon Nature's Ally VI: Calls creature to fight.

Transport via Plants: Move instantly from one plant to another of the same kind.

Wall of Stone: Creates a stone wall that can be shaped.

7TH-LEVEL DRUID SPELLS

Animate Plants: One or more plants animate and fight for you.

Changestaff: Your staff becomes a treant on command.

Control Weather: Changes weather in local area.

Creeping Doom: Swarms of centipedes attack at your command.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Fire Storm: Deals 1d6/level fire damage.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Scrying, Greater: As scrying, but faster and longer.

Summon Nature's Ally VII: Calls creature to fight.

Sunbeam: Beam blinds and deals 4d6 damage.

Transmute Metal to Wood: Metal within 40 ft. becomes wood.

True Seeing ^M: Lets you see all things as they really are.

Wind Walk: You and your allies turn vaporous and travel fast.

8TH-LEVEL DRUID SPELLS

Animal Shapes: One ally/level polymorphs into chosen animal.

Control Plants: Control actions of one or more plant creatures.

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Earthquake: Intense tremor shakes 80-ft.-radius.

Finger of Death: Kills one subject.

Repel Metal or Stone: Pushes away metal and stone.

Reverse Gravity: Objects and creatures fall upward.

Summon Nature's Ally VIII: Calls creature to fight.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Whirlwind: Cyclone deals damage and can pick up creatures.

Word of Recall: Teleports you back to designated place.

9TH-LEVEL DRUID SPELLS

Antipathy: Object or location affected by spell repels certain creatures.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
Elemental Swarm: Summons multiple elementals.
Foresight: “Sixth sense” warns of impending danger.
Regenerate: Subject’s severed limbs grow back, cures 4d8 damage +1/level (max +35).
Shambler: Summons 1d4+2 shambling mounds to fight for you.
Shapechange^F: Transforms you into any creature, and change forms once per round.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Nature’s Ally IX: Calls creature to fight.
Sympathy^M: Object or location attracts certain creatures.

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

Bless: Allies gain +1 on attack rolls and +1 on saves against fear.
Bless Water: Makes holy water.
Bless Weapon: Weapon strikes true against evil foes.
Create Water: Creates 2 gallons/level of pure water.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Detect Poison: Detects poison in one creature or small object.
Detect Undead: Reveals undead within 60 ft.
Divine Favor: You gain +1 per three levels on attack and damage rolls.
Endure Elements: Exist comfortably in hot or cold environments.
Magic Weapon: Weapon gains +1 bonus.
Protection from Chaos/Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.
Virtue: Subject gains 1 temporary hp.

2ND-LEVEL PALADIN SPELLS

Bull’s Strength: Subject gains +4 to Str for 1 min./level.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Eagle’s Splendor: Subject gains +4 to Cha for 1 min./level.
Owl’s Wisdom: Subject gains +4 to Wis for 1 min./level.
Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Shield Other^F: You take half of subject’s damage.
Undetectable Alignment: Conceals alignment for 24 hours.
Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL PALADIN SPELLS

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Daylight: 60-ft. radius of bright light.
Discern Lies: Reveals deliberate falsehoods.
Dispel Magic: Cancels spells and magical effects.
Heal Mount: As *heal* on warhorse or other special mount.
Magic Circle against Chaos: As *protection from chaos*, but 10-ft. radius and 10 min./level.
Magic Circle against Evil: As *protection from evil*, but 10-ft. radius and 10 min./level.
Magic Weapon, Greater: +1 bonus/four levels (max +5).
Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.
Remove Blindness/Deafness: Cures normal or magical conditions.

Remove Curse: Freed object or person from curse.

4TH-LEVEL PALADIN SPELLS

Break Enchantment: Freed subjects from enchantments, alterations, curses, and petrification.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Death Ward: Grants immunity to death spells and negative energy effects.
Dispel Chaos: +4 bonus against attacks by chaotic creatures.

Dispel Evil: +4 bonus against attacks by evil creatures.

Holy Sword: Weapon becomes +5, deals +2d6 damage against evil.

Mark of Justice: Designates action that will trigger *curse* on subject.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration^M: Restores level and ability score drains.

RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Alarm: Wards an area for 2 hours/level.

Animal Messenger: Sends a Tiny animal to a specific place.

Calm Animals: Calms (2d4 + level) HD of animals.

Charm Animal: Makes one animal your friend.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Detect Animals or Plants: Detects kinds of animals or plants.

Detect Poison: Detects poison in one creature or object.

Detect Snares and Pits: Reveals natural or primitive traps.

Endure Elements: Exist comfortably in hot or cold environments.

Entangle: Plants entangle everyone in 40-ft.-radius circle.

Hide from Animals: Animals can't perceive one subject/level.

Jump: Subject gets bonus on Jump checks.

Longstrider: Increases your speed.

Magic Fang: One natural weapon of subject creature gets +1 on attack and damage rolls.

Pass without Trace: One subject/level leaves no tracks.

Read Magic: Read scrolls and spellbooks.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Speak with Animals: You can communicate with animals.

Summon Nature's Ally I: Calls animal to fight for you.

2ND-LEVEL RANGER SPELLS

Barkskin: Grants +2 (or higher) enhancement to natural armor.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Hold Animal: Paralyzes one animal for 1 round/level.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Snare: Creates a magic booby trap.

Speak with Plants: You can talk to normal plants and plant creatures.

Spike Growth: Creatures in area take 1d4 damage, may be slowed.

Summon Nature's Ally II: Calls animal to fight for you.

Wind Wall: Deflects arrows, smaller creatures, and gases.

3RD-LEVEL RANGER SPELLS

Command Plants: Sway the actions of one or more plant creatures.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Darkvision: See 60 ft. in total darkness.

Diminish Plants: Reduces size or blights growth of normal plants.

Magic Fang, Greater: One natural weapon of subject creature gets +1/three caster levels on attack and damage rolls (max +5).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Plant Growth: Grows vegetation, improves crops.

Reduce Animal: Shrinks one willing animal.

Remove Disease: Cures all diseases affecting subject.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Summon Nature's Ally III: Calls animal to fight for you.

Tree Shape: You look exactly like a tree for 1 hour/level.

Water Walk: Subject treads on water as if solid.

4TH-LEVEL RANGER SPELLS

Animal Growth: One animal/two levels doubles in size.
Commune with Nature: Learn about terrain for 1 mile/level.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Freedom of Movement: Subject moves normally despite impediments.
Nondetection ^M: Hides subject from divination, scrying.
Summon Nature's Ally IV: Calls animal to fight for you.
Tree Stride: Step from one tree to another far away.

SORCERER/WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

Abjur

Resistance: Subject gains +1 on saving throws.

Conj

Acid Splash: Orb deals 1d3 acid damage.

Div

Detect Poison: Detects poison in one creature or small object.

Detect Magic: Detects spells and magic items within 60 ft.

Read Magic: Read scrolls and spellbooks.

Ench

Daze: Humanoid creature of 4 HD or less loses next action.

Evoc

Dancing Lights: Creates torches or other lights.

Flare: Dazzles one creature (-1 on attack rolls).

Light: Object shines like a torch.

Ray of Frost: Ray deals 1d3 cold damage.

Illus

Ghost Sound: Frightening sounds.

Necro

Disrupt Undead: Deals 1d6 damage to one undead.

Touch of Fatigue: Touch attack fatigues target.

Trans

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

Open/Close: Opens or closes small or light things.

Univ

Arcane Mark: Inscribes a personal rune (visible or invisible).

Prestidigitation: Performs minor tricks.

1ST-LEVEL SORCERER/WIZARD SPELLS

Abjur

Alarm: Wards an area for 2 hours/level.

Endure Elements: Exist comfortably in hot or cold environments.

Hold Portal: Holds door shut.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Shield: Invisible disc gives +4 to AC, blocks *magic missiles*.

Conj

Grease: Makes 10-ft. square or one object slippery.

Mage Armor: Gives subject +4 armor bonus.

Mount: Summons riding horse for 2 hours/level.

Obscuring Mist: Fog surrounds you.

Summon Monster I: Calls extraplanar creature to fight for you.

Unseen Servant: Invisible force obeys your commands.

Div

Comprehend Languages: You understand all spoken and written languages.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Detect Undead: Reveals undead within 60 ft.

Identify ^M: Determines properties of magic item.

True Strike: +20 on your next attack roll.

Ench

Charm Person: Makes one person your friend.

Hypnotism: Fascinates 2d4 HD of creatures.

Sleep: Puts 4 HD of creatures into magical slumber.

Evoc

Burning Hands: 1d4/level fire damage (max 5d4).

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

Illus

Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.

Disguise Self: Changes your appearance.

Magic Aura: Alters object's magic aura.

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 min./level.

Necro

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.

Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.

Trans

Animate Rope: Makes a rope move at your command.

Enlarge Person: Humanoid creature doubles in size.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Jump: Subject gets bonus on Jump checks.

Magic Weapon: Weapon gains +1 bonus.

Reduce Person: Humanoid creature halves in size.

2ND-LEVEL SORCERER/WIZARD SPELLS

Abjur

Arcane Lock ^M: Magically locks a portal or chest.

Obscure Object: Masks object against scrying.

Protection from Arrows: Subject immune to most ranged attacks.

Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.

Conj

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Fog Cloud: Fog obscures vision.

Glitterdust: Blinds creatures, outlines invisible creatures.

Summon Monster II: Calls extraplanar creature to fight for you.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Web: Fills 20-ft.-radius spread with sticky spiderwebs.

Div

Detect Thoughts: Allows "listening" to surface thoughts.

Locate Object: Senses direction toward object (specific or type).

See Invisibility: Reveals invisible creatures or objects.

Ench

Daze Monster: Living creature of 6 HD or less loses next action.

Hideous Laughter: Subject loses actions for 1 round/level.

Touch of Idiocy: Subject takes 1d6 points of Int, Wis, and Cha damage.

Evoc

Continual Flame ^M: Makes a permanent, heatless torch.

Darkness: 20-ft. radius of supernatural shadow.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Gust of Wind: Blows away or knocks down smaller creatures.

Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

Shatter: Sonic vibration damages objects or crystalline creatures.

Illus

Blur: Attacks miss subject 20% of the time.

Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Magic Mouth^M: Speaks once when triggered.

Minor Image: As *silent image*, plus some sound.

Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

Misdirection: Misleads divinations for one creature or object.

Phantom Trap^M: Makes item seem trapped.

Necro

Blindness/Deafness: Makes subject blinded or deafened.

Command Undead: Undead creature obeys your commands.

False Life: Gain 1d10 temporary hp +1/level (max +10).

Ghoul Touch: Paralyzes one subject, which exudes stEnch that makes those nearby sickened.

Scare: Panics creatures of less than 6 HD.

Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.

Trans

Alter Self: Assume form of a similar creature.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Darkvision: See 60 ft. in total darkness.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Fox's Cunning: Subject gains +4 Int for 1 min./level.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Pyrotechnics: Turns fire into blinding light or choking smoke.

Rope Trick: As many as eight creatures hide in extradimensional space.

Spider Climb: Grants ability to walk on walls and ceilings.

Whispering Wind: Sends a short message 1 mile/level.

3RD-LEVEL SORCERER/WIZARD SPELLS

Abjur

Dispel Magic: Cancels magical spells and effects.

Explosive Runes: Deals 6d6 damage when read.

Magic Circle against Chaos/Evil/Good/Law: As protection spells, but 10-ft. radius and 10 min./level.

Nondetection^M: Hides subject from divination, scrying.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Conj

Phantom Steed: Magic horse appears for 1 hour/level.

Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.

Sleet Storm: Hampers vision and movement.

Stinking Cloud: Nauseating vapors, 1 round/level.

Summon Monster III: Calls extraplanar creature to fight for you.

Div

Arcane Sight: Magical auras become visible to you.

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Tongues: Speak any language.

Ench

Deep Slumber: Puts 10 HD of creatures to sleep.

Heroism: Gives +2 bonus on attack rolls, saves, skill checks.

Hold Person: Paralyzes one humanoid for 1 round/level.

Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.

Suggestion: Compels subject to follow stated course of action.

Evoc

Daylight: 60-ft. radius of bright light.

Fireball: 1d6 damage per level, 20-ft. radius.

Lightning Bolt: Electricity deals 1d6/level damage.

Tiny Hut: Creates shelter for ten creatures.

Wind Wall: Deflects arrows, smaller creatures, and gases.

Illus

Displacement: Attacks miss subject 50%.

Illusory Script^M: Only intended reader can decipher.

Invisibility Sphere: Makes everyone within 10 ft. invisible.

Major Image: As *silent image*, plus sound, smell and thermal effects.

Necro

Gentle Repose: Preserves one corpse.

Halt Undead: Immobilizes undead for 1 round/level.

Ray of Exhaustion: Ray makes subject exhausted.

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.

Trans

Blink: You randomly vanish and reappear for 1 round/level.

Flame Arrow: Arrows deal +1d6 fire damage.

Fly: Subject flies at speed of 60 ft.

Gaseous Form: Subject becomes insubstantial and can fly slowly.

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

Keen Edge: Doubles normal weapon's threat range.

Magic Weapon, Greater: +1/four levels (max +5).

Secret Page: Changes one page to hide its real content.

Shrink Item: Object shrinks to one-sixteenth size.

Slow: One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.

Water Breathing: Subjects can breathe underwater.

4TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Dimensional Anchor: Bars extradimensional movement.

Fire Trap^M: Opened object deals 1d4 damage +1/level.

Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.

Remove Curse: Frees object or person from curse.

Stoneskin^M: Ignore 10 points of damage per attack.

Conj

Black Tentacles: Tentacles grapple all within 20 ft. spread.

Dimension Door: Teleports you short distance.

Minor Creation: Creates one cloth or wood object.

Secure Shelter: Creates sturdy cottage.

Solid Fog: Blocks vision and slows movement.

Summon Monster IV: Calls extraplanar creature to fight for you.

Div

Arcane Eye: Invisible floating eye moves 30 ft./round.

Detect Scrying: Alerts you of magical eavesdropping.

Locate Creature: Indicates direction to familiar creature.

Scrying^F: Spies on subject from a distance.

Ench

Charm Monster: Makes monster believe it is your ally.

Confusion: Subjects behave oddly for 1 round/level.

Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.

Geas, Lesser: Commands subject of 7 HD or less.

Evoc

Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Resilient Sphere: Force globe protects but traps one subject.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

Wall of Ice: *Ice plane* creates wall with 15 hp +1/level, or *hemisphere* can trap creatures inside.

Illus

Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).

Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Rainbow Pattern: Lights fascinate 24 HD of creatures.

Shadow Conjunction: Mimics conjuration below 4th level, but only 20% real.

Necro

Animate Dead ^M: Creates undead skeletons and zombies.

Bestow Curse: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Contagion: Infects subject with chosen disease.

Ervination: Subject gains 1d4 negative levels.

Fear: Subjects within cone flee for 1 round/level.

Trans

Enlarge Person, Mass: Enlarges several creatures.

Mnemonic Enhancer ^F: Wizard only. Prepares extra spells or retains one just cast.

Polymorph: Gives one willing subject a new form.

Reduce Person, Mass: Reduces several creatures.

Stone Shape: Sculpts stone into any shape.

5TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Dismissal: Forces a creature to return to native plane.

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.

Conj

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.

Mage's Faithful Hound: Phantom dog can guard, attack.

Major Creation: As *minor creation*, plus stone and metal.

Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.

Secret Chest ^F: Hides expensive chest on Ethereal Plane; you retrieve it at will.

Summon Monster V: Calls extraplanar creature to fight for you.

Teleport: Instantly transports you as far as 100 miles/level.

Wall of Stone: Creates a stone wall that can be shaped.

Div

Contact Other Plane: Lets you ask question of extraplanar entity.

Prying Eyes: 1d4 +1/level floating eyes scout for you.

Telepathic Bond: Link lets allies communicate.

Ench

Dominate Person: Controls humanoid telepathically.

Feeblemind: Subject's Int and Cha drop to 1.

Hold Monster: As *hold person*, but any creature.

Mind Fog: Subjects in fog get -10 to Wis and Will checks.

Symbol of Sleep ^M: Triggered rune puts nearby creatures into catatonic slumber.

Evoc

Cone of Cold: 1d6/level cold damage.

Interposing Hand: Hand provides cover against one opponent.

Sending: Delivers short message anywhere, instantly.

Wall of Force: Wall is immune to damage.

Illus

Dream: Sends message to anyone sleeping.

False Vision ^M: Fools scrying with an illusion.

Mirage Arcana: As *hallucinatory terrain*, plus structures.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Persistent Image: As *major image*, but no concentration required.

Seeming: Changes appearance of one person per two levels.

Shadow Evocation: Mimics evocation below 5th level, but only 20% real.

Necro

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Magic Jar ^F: Enables possession of another creature.

Symbol of Pain ^M: Triggered rune wracks nearby creatures with pain.

Waves of Fatigue: Several targets become fatigued.

Trans

Animal Growth: One animal/two levels doubles in size.

Baleful Polymorph: Transforms subject into harmless animal.

Fabricate: Transforms raw materials into finished items.

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Passwall: Creates passage through wood or stone wall.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Univ

Permanency^x: Makes certain spells permanent.

6TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Antimagic Field: Negates magic within 10 ft.

Dispel Magic, Greater: As *dispel magic*, but +20 on check.

Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.

Guards and Wards: Array of magic effects protect area.

Repulsion: Creatures can't approach you.

Conj

Acid Fog: Fog deals acid damage.

Planar Binding: As *lesser planar binding*, but up to 12 HD.

Summon Monster VI: Calls extraplanar creature to fight for you.

Wall of Iron^M: 30 hp/four levels; can topple onto foes.

Div

Analyze Dweomer^F: Reveals magical aspects of subject.

Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.

True Seeing^M: Lets you see all things as they really are.

Ench

Geas/Quest: As *lesser geas*, plus it affects any creature.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Suggestion, Mass: As *suggestion*, plus one subject/level.

Symbol of Persuasion^M: Triggered rune charms nearby creatures.

Evoc

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency^F: Sets trigger condition for another spell.

Forceful Hand: Hand pushes creatures away.

Freezing Sphere: Freezes water or deals cold damage.

Illus

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Includes sight, sound, and smell.

Programmed Image^M: As *major image*, plus triggered by event.

Shadow Walk: Step into shadow to travel rapidly.

Veil: Changes appearance of group of creatures.

Necro

Circle of Death^M: Kills 1d4/level HD of creatures.

Create Undead^M: Creates ghouls, ghosts, mummies, or mohrgs.

Eyebite: Target becomes panicked, sickened, and comatose.

Symbol of Fear^M: Triggered rune panics nearby creatures.

Undeath to Death^M: Destroys 1d4/level HD of undead (max 20d4).

Trans

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Bull's Strength, Mass: As *bull's strength*, affects one subject/ level.

Cat's Grace, Mass: As *cat's grace*, affects one subject/level.

Control Water: Raises or lowers bodies of water.

Disintegrate: Makes one creature or object vanish.

Eagle's Splendor, Mass: As *eagle's splendor*, affects one subject/level.

Flesh to Stone: Turns subject creature into statue.

Fox's Cunning, Mass: As *fox's cunning*, affects one subject/ level.

Mage's Lucubration: Wizard only. Recalls spell of 5th level or lower.

Move Earth: Digs trenches and build hills.

Owl's Wisdom, Mass: As *owl's wisdom*, affects one subject/ level.

Stone to Flesh: Restores petrified creature.

Transformation^M: You gain combat bonuses.

7TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Banishment: Banishes 2 HD/level of extraplanar creatures.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Conj

Instant Summons^M: Prepared object appears in your hand.

Mage's Magnificent Mansion^F: Door leads to extradimensional mansion.

Phase Door: Creates an invisible passage through wood or stone.

Plane Shift^F: As many as eight subjects travel to another plane.

Summon Monster VII: Calls extraplanar creature to fight for you.

Teleport, Greater: As *teleport*, but no range limit and no off-target arrival.

Teleport Object: As *teleport*, but affects a touched object.

Div

Arcane Sight, Greater: As *arcane sight*, but also reveals magic effects on creatures and objects.

Scrying, Greater: As *scrying*, but faster and longer.

Vision^{MX}: As *legend lore*, but quicker and strenuous.

Ench

Hold Person, Mass: As *hold person*, but all within 30 ft.

Insanity: Subject suffers continuous *confusion*.

Power Word Blind: Blinds creature with 200 hp or less.

Symbol of Stunning^M: Triggered rune stuns nearby creatures.

Evoc

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.

Forcecage^M: Cube or cage of force imprisons all inside.

Grasping Hand: Hand provides cover, pushes, or grapples.

Mage's Sword^F: Floating magic blade strikes opponents.

Prismatic Spray: Rays hit subjects with variety of effects.

Illus

Invisibility, Mass: As *invisibility*, but affects all in range.

Project Image: Illusory double can talk and cast spells.

Shadow Conjunction, Greater: As *shadow conjunction*, but up to 6th level and 60% real.

Simulacrum^{MX}: Creates partially real double of a creature.

Necro

Control Undead: Undead don't attack you while under your command.

Finger of Death: Kills one subject.

Symbol of Weakness^M: Triggered rune weakens nearby creatures.

Waves of Exhaustion: Several targets become exhausted.

Trans

Control Weather: Changes weather in local area.

Ethereal Jaunt: You become ethereal for 1 round/level.

Reverse Gravity: Objects and creatures fall upward.

Statue: Subject can become a statue at will.

Univ

Limited Wish^X: Alters reality—within spell limits.

8TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Prismatic Wall: Wall's colors have array of effects.

Protection from Spells^{MF}: Confers +8 resistance bonus.

Conj

Incendiary Cloud: Cloud deals 4d6 fire damage/round.

Maze: Traps subject in extradimensional maze.

Planar Binding, Greater: As *lesser planar binding*, but up to 18 HD.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Trap the Soul^{MF}: Imprisons subject within gem.

Div

Discern Location: Reveals exact location of creature or object.

Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

Prying Eyes, Greater: As *prying eyes*, but eyes have *true seeing*.

Ench

Antipathy: Object or location affected by spell repels certain creatures.

Binding^M: Utilizes an array of techniques to imprison a creature.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Demand: As *sending*, plus you can send *suggestion*.

Irresistible Dance: Forces subject to dance.

Power Word Stun: Stuns creature with 150 hp or less.

Symbol of Insanity^M: Triggered rune renders nearby creatures insane.

Sympathy^F: Object or location attracts certain creatures.

Evoc

Clenched Fist: Large hand provides cover, pushes, or attacks your foes.

Polar Ray: Ranged touch attack deals 1d6/level cold damage.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Illus

Scintillating Pattern: Twisting colors *confuse*, stun, or render unconscious.

Screen: Illusion hides area from vision, scrying.

Shadow Evocation, Greater: As *shadow evocation*, but up to 7th level and 60% real.

Telekinetic Sphere: As *resilient sphere*, but you move sphere telekinetically.

Necro

Clone^{MF}: Duplicate awakens when original dies.

Create Greater Undead^M: Create shadows, wraiths, spectres, or devourers.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Symbol of Death^M: Triggered rune slays nearby creatures.

Trans

Iron Body: Your body becomes living iron.

Polymorph Any Object: Changes any subject into anything else.

Temporal Stasis^M: Puts subject into suspended animation.

9TH-LEVEL SORCERER/WIZARD SPELLS

Abjur

Freedom: Releases creature from *imprisonment*.

Imprisonment: Entombs subject beneath the earth.

Mage's Disjunction: Dispels magic, disenchants magic items.

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Conj

Gate^X: Connects two planes for travel or summoning.

Refuge^M: Alters item to transport its possessor to you.

Summon Monster IX: Calls extraplanar creature to fight for you.

Teleportation Circle^M: Circle teleports any creature inside to designated spot.

Div

Foresight: "Sixth sense" warns of impending danger.

Ench

Dominate Monster: As *dominate person*, but any creature.

Hold Monster, Mass: As *hold monster*, but all within 30 ft.

Power Word Kill: Kills one creature with 100 hp or less.

Evoc

Crushing Hand: Large hand provides cover, pushes, or crushes your foes.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Illus

Shades: As *shadow conjuration*, but up to 8th level and 80% real.

Weird: As *phantasmal killer*, but affects all within 30 ft.

Necro

Astral Projection^M: Projects you and companions onto Astral Plane.

Energy Drain: Subject gains 2d4 negative levels.

Soul Bind^F: Traps newly dead soul to prevent resurrection.

Wail of the Banshee: Kills one creature/level.

Trans

Etherealness: Travel to Ethereal Plane with companions.

Shapechange^F: Transforms you into any creature, and change forms once per round.

Time Stop: You act freely for 1d4+1 rounds.

Univ

Wish^x: As *limited wish*, but with fewer limits.

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SPELLS (A-B)

Acid Arrow

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Components: V, S, M, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One arrow of acid

Duration: 1 round + 1 round per three levels

Saving Throw: None

Spell Resistance: No

A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels (to a maximum of 18th), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.

Material Component: Powdered rhubarb leaf and an adder's stomach.

Focus: A dart.

Acid Fog

Conjuration (Creation) [Acid]

Level: Sor/Wiz 6, Water 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Acid fog creates a billowing mass of misty vapors similar to that produced by a *solid fog* spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Arcane Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Acid Splash

Conjuration (Creation) [Acid]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage.

Aid

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Good 2, Luck 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

Air Walk

Transmutation [Air]

Level: Air 4, Clr 4, Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed.

A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *air walk* spell is dispelled, but not if it is negated by an *antimagic field*.

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

Alarm

Abjuration

Level: Brd 1, Rgr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible.

Mental Alarm: A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the *alarm*.

Alarm can be made permanent with a *permanency* spell.

Arcane Focus: A tiny bell and a piece of very fine silver wire

Align Weapon

Transmutation [see text]

Level: Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Align weapon makes a weapon good, evil, lawful, or chaotic, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike.

When you make a weapon good, evil, lawful, or chaotic, *align weapon* is a good, evil, lawful, or chaotic spell, respectively.

Alter Self

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level.

You can change into a member of your own kind or even into yourself.

You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

You keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels.

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind. You are effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

Analyze Dweomer

Divination

Level: Brd 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One object or creature per caster level

Duration: 1 round/level (D)

Saving Throw: None or Will negates; see text

Spell Resistance: No

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

Focus: A tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

Animal Growth

Transmutation

Level: Drd 5, Rgr 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC and attack rolls and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change.

The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command or influence over the enlarged animals.

Multiple magical effects that increase size do not stack.

Animal Messenger

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Drd 2, Rgr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Tiny animal

Duration: One day/level

Saving Throw: None; see text

Spell Resistance: Yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding.

You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

Material Component: A morsel of food the animal likes.

Animal Shapes

Transmutation

Level: Animal 7, Drd 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one willing creature per level, all within 30 ft. of each other

Duration: 1 hour/level (D)

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

As *polymorph*, except you polymorph up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone. The maximum HD of an assumed form is equal to the subject's HD or your caster level, whichever is lower, to a maximum of 20 HD at 20th level.

Animal Trance

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 2, Drd 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals or magical beasts with Intelligence 1 or 2

Duration: Concentration

Saving Throw: Will negates; see text

Spell Resistance: Yes

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

Animate Dead

Necromancy [Evil]

Level: Clr 3, Death 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of *animate dead*. (The *desecrate* spell doubles this limit.)

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Material Component: You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye

socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

Animate Objects

Transmutation

Level: Brd 6, Chaos 6, Clr 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One Small object per caster level; see text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot animate objects carried or worn by a creature.

Animate objects can be made permanent with a *permanency* spell.

Animate Plants

Transmutation

Level: Drd 7, Plant 7

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Large plant per three caster levels or all plants within range; see text

Duration: 1 round/level or 1 hour/level; see text

Saving Throw: None

Spell Resistance: No

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or an equivalent number of larger plants, per three caster levels. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects, except that plants smaller than Large usually don't have hardness.

Animate plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an *entangle* spell. Spell resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

Animate Rope

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One ropelike object, length up to 50 ft. + 5 ft./level; see text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter.

Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical.

This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope.

The spell cannot animate objects carried or worn by a creature.

Antilife Shell

Abjuration

Level: Animal 6, Clr 6, Drd 6

Components: V, S, DF

Casting Time: 1 round

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Antimagic Field

Abjuration

Level: Clr 8, Magic 6, Protection 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: See text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic field* counts against the suppressed spell's duration.

Summoned creatures of any type and incorporeal undead wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away. Time spent winking out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *antimagic field* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, remain unaffected by *antimagic field* (see the individual spell descriptions).

Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Arcane Material Component: A pinch of powdered iron or iron filings.

Antipathy

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level (D)

Saving Throw: Will partial

Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels *sympathy*.

Arcane Material Component: A lump of alum soaked in vinegar.

Antiplant Shell

Abjuration

Level: Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

The *antiplant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

Arcane Eye

Divination (Scrying)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance. An *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use an *arcane eye*. If you do not concentrate, the eye is inert until you again concentrate.

Material Component: A bit of bat fur.

Arcane Lock

Abjuration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. (A *knock* spell does not remove an *arcane lock*; it only suppresses the effect for 10 minutes.)

Material Component: Gold dust worth 25 gp.

Arcane Mark

Universal

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: One personal rune or mark, all of which must fit within 1 sq. ft.

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See invisibility, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell. If an *arcane mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Arcane Sight

Divination

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly. You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Arcane sight can be made permanent with a *permanency* spell.

Arcane Sight, Greater

Divination

Level: Sor/Wiz 7

This spell functions like *arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Greater arcane sight doesn't let you identify magic items.

Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

Astral Projection

Necromancy

Level: Clr 9, Sor/Wiz 9, Trav 9

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: You plus one additional willing creature touched per two caster levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

Material Component: A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

Atonement

Abjuration

Level: Clr 5, Drd 5

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the *atonement* spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no cost in experience points.

Restore Class: A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking *atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, *atonement* can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note: Normally, changing alignment is up to the player. This use of *atonement* simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

Material Component: Burning incense.

Focus: In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

XP Cost: When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

Augury

Divination

Level: Clr 2

Components: V, S, M, F

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is $70\% + 1\% \text{ per caster level}$, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the “nothing” result. A cleric who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person about the same topic use the same dice result as the first casting.

Material Component: Incense worth at least 25 gp.

Focus: A set of marked sticks, bones, or similar tokens of at least 25 gp value.

Awaken

Transmutation

Level: Drd 5

Components: V, S, DF, XP

Casting Time: 24 hours

Range: Touch

Target: Animal or tree touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You awaken a tree or animal to humanlike sentience. To succeed, you must make a Will save ($DC 10 + \text{the animal's current HD, or the HD the tree will have once awakened}$).

The *awakened* animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each $3d6$. An *awakened* plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An *awakened* animal gets $3d6$ Intelligence, $+1d3$ Charisma, and $+2$ HD. Its type becomes magical beast (augmented animal).

An awakened animal can't serve as an animal companion, familiar, or special mount.

An *awakened* tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

XP Cost: 250 XP.

Baleful Polymorph

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates, Will partial; see text

Spell Resistance: Yes

As *polymorph*, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapeshifter subtype can revert to its natural form as a standard action.

Bane

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: All enemies within 50 ft.

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects.

Bane counters and dispels *bless*.

Banishment

Abjuration

Level: Clr 6, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

Arcane Focus: Any item that is distasteful to the subject (optional, see above).

Barkskin

Transmutation

Level: Drd 2, Rgr 2, Plant 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th. The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Bear's Endurance

Transmutation

Level: Clr 2, Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Bear's Endurance, Mass

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Mass bear's endurance works like *bear's endurance*, except that it affects multiple creatures.

Bestow Curse

Necromancy

Level: Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You place a curse on the subject. Choose one of the following three effects.

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Bestow curse counters *remove curse*.

Binding

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: One minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See text (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least one-half your caster level.

You may have as many as six assistants help you with the spell. For each assistant who casts *suggestion*, your caster level for this casting of *binding* increases by 1. For each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, your caster level for this casting of *binding* increases by a number equal to one-third of that assistant's level, provided that the spell's target is appropriate for a *binding* spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the *binding* spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the *binding* lasts. All *binding* spells are dismissible.

Regardless of the version of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you are casting any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, since the durations overlap. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the *binding* spells it has received are broken.

The *binding* spell has six versions. Choose one of the following versions when you cast the spell.

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell.

Slumber: This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while *slumbering*, nor does it age. This form of *binding* is more difficult to cast than *chaining*, making it slightly easier to resist. Reduce the spell's save DC by 1.

Bound Slumber: This combination of *chaining* and *slumber* lasts for as long as one month per caster level. Reduce the save DC by 2.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. Reduce the save DC by 3.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *metamorphosed*, nor does it age. Reduce the save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *contained*, nor does it age. Reduce the save DC by 4.

You can't dispel a *binding* spell with *dispel magic* or a similar effect, though an *antimagic field* or *Mage's disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to *dismissal*, *banishment*, or a similar effect.

Components: The components for a *binding* spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of *binding* used. These components can include such items as miniature chains of special metals, soporific herbs of the rarest sort (for *slumber* bindings), a bell jar of the finest crystal, and the like.

In addition to the specially made props suited to the specific type of *binding* (cost 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

Black Tentacles

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed.

Material Component: A piece of tentacle from a giant octopus or a giant squid.

Blade Barrier

Evocation [Force]

Level: Clr 6, Good 6, War 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of whirling blades up to 20 ft. long/ level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: 1 min./level (D)

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall.

Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

Blasphemy

Evocation [Evil, Sonic]

Level: Clr 7, Evil 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nonevil creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nonevil creature within the area of a *blasphemy* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level -1	Weakened, dazed
Up to caster level -5	Paralyzed, weakened, dazed
Up to caster level -	Killed, paralyzed, weakened, dazed

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The effects are cumulative and concurrent.

No saving throw is allowed against these effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy*. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy*.

Bless

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: The caster and all allies within a 50-ft. burst, centered on the caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels *bane*.

Bless Water

Transmutation [Good]

Level: Clr 1, Pal 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

Material Component: 5 pounds of powdered silver (worth 25 gp).

Bless Weapon

Transmutation

Level: Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Blight

Necromancy

Level: Drd 4, Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

Blindness/Deafness

Necromancy

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Blink

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random.

Blinking has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're *blinking* unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While *blinking*, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC. You take only half damage from falling, since you fall only while you are material.

While *blinking*, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.)

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other

ethereal creatures and objects as material.

Blur

Illusion (Glamor)

Level: Brd 2, Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment (20% miss chance).

A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Break Enchantment

Abjuration

Level: Brd 4, Clr 5, Luck 5, Pal 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one creature per level, all within 30 ft. of each other

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25. If the spell is one that cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower. If the effect comes from some permanent magic item *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

Bull's Strength

Transmutation

Level: Clr 2, Drd 2, Pal 2, Sor/Wiz 2, Strength 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

Bull's Strength, Mass

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *bull's strength*, except that it affects multiple creatures.

Burning Hands

Evocation [Fire]

Level: Fire 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

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SPELLS (C)

Call Lightning

Evocation [Electricity]

Level: Drd 3

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more 30-ft.-long vertical lines of lightning

Duration: 1 min./level

Saving Throw: Reflex half

Spell Resistance: Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 3d10 points of electricity damage instead of 3d6.

This spell functions indoors or underground but not underwater.

Call Lightning Storm

Evocation [Electricity]

Level: Drd 5

Range: Long (400 ft. + 40 ft./level)

This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

Calm Animals

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 1, Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals within 30 ft. of each other

Duration: 1 min./level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Calm Emotions

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Law 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures in a 20-ft.-radius spread

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless*, *good hope*, and *rage*, as well as negating a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the *confused* condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Cat's Grace

Transmutation

Level: Brd 2, Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Material Component: A pinch of cat fur.

Cat's Grace, Mass

Transmutation

Level: Brd 6, Drd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *cat's grace*, except that it affects multiple creatures.

Cause Fear

Necromancy [Fear, Mind-Affecting]

Level: Brd 1, Clr 1, Death 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 5 or fewer HD

Duration: 1d4 rounds or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.

Cause fear counters and dispels *remove fear*.

Chain Lightning

Evocation [Electricity]

Level: Air 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning*

bolt, chain lightning strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down).

Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Focus: A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels.

Changestaff

Transmutation

Level: Drd 7

Components: V, S, F

Casting Time: 1 round

Range: Touch

Target: Your touched staff

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You change a specially prepared quarterstaff into a Huge treantlike creature, about 24 feet tall. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Focus: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days).

You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

Chaos Hammer

Evocation [Chaotic]

Level: Chaos 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous (1d6 rounds); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds (see the *slow* spell). A successful Will save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Charm Animal

Enchantment (Charm) [Mind-Affecting]

Level: Drd 1, Rgr 1

Target: One animal

This spell functions like *charm person*, except that it affects a creature of the animal type.

Charm Monster

Enchantment (Charm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Target: One living creature

Duration: One day/level

This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

Charm Monster, Mass

Enchantment (Charm) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 8

Components: V

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

This spell functions like *charm monster*, except that *mass charm monster* affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

Charm Person

Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the *charmed* person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Chill Metal

Transmutation [Cold]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Chill metal makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight. On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Cold	None
2	Icy	1d4 points
3–5	Freezing	2d4 points
6	Icy	1d4 points

7	Cold	None
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Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill metal counters and dispels *heat metal*.

Chill Touch

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial or Will negates; see text

Spell Resistance: Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds +1 round per caster level.

Circle of Death

Necromancy [Death]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A *circle of death* snuffs out the life force of living creatures, killing them instantly.

The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

Material Component: The powder of a crushed black pearl with a minimum value of 500 gp.

Clairaudience/Clairvoyance

Divination (Scrying)

Level: Brd 3, Knowledge 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. *Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

Arcane Focus: A small horn (for hearing) or a glass eye (for seeing).

Clenched Fist

Evocation [Force]

Level: Sor/Wiz 8, Strength 8

Components: V, S, F/DF

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round. Directing the spell to a new target is a move action.

The *clenched fist* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does, but at a +15 bonus on the Strength check.

Clerics who cast this spell name it for their deities.

Arcane Focus: A leather glove.

Cloak of Chaos

Abjuration [Chaotic]

Level: Chaos 8, Clr 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become *confused*. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from law*, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from law* does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is *confused* for 1 round (Will save negates, as with the *confusion* spell, but against the save DC of *cloak of chaos*).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

Clone

Necromancy

Level: Sor/Wiz 8

Components: V, S, M, F

Casting Time: 10 minutes

Range: 0 ft.

Effect: One clone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical with the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including the loss of one level or 2 points of Constitution (if the original was a 1st-level character). If this Constitution adjustment would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would

otherwise be, the clone is one level below the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

Material Component: The piece of flesh and various laboratory supplies (cost 1,000 gp).

Focus: Special laboratory equipment (cost 500 gp).

Cloudkill

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 min./level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

This spell generates a bank of fog, similar to a *fog cloud*, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Color Spray

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Will negates

Spell Resistance: Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.

Each creature within the cone is affected according to its Hit Dice.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by *color spray*.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.

Command

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

Command, Greater

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Clr 5

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

This spell functions like *command*, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

Command Plants

Transmutation

Level: Drd 4, Plant 4, Rgr 3

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

Command Undead

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One undead creature

Duration: One day/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell allows you some degree of control over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell. Your commands are not telepathic. The undead creature must be able to hear you.

Material Component: A shred of raw meat and a splinter of bone.

Commune

Divination

Level: Clr 5

Components: V, S, M, DF, XP

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/level

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Material Component: Holy (or unholy) water and incense.

XP Cost: 100 XP.

Commune with Nature

Divination

Level: Animal 5, Drd 5, Rgr 4

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Comprehend Languages

Divination

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a *permanency* spell.

Arcane Material Component: A pinch of soot and a few grains of salt.

Cone of Cold

Evocation [Cold]

Level: Sor/Wiz 5, Water 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Arcane Material Component: A very small crystal or glass cone.

Confusion

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4, Trickery 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: All creatures in a 15-ft. radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the targets to become *confused*, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from caster at top possible speed.

71–100 Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. Note that a *confused* character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Arcane Material Component: A set of three nut shells.

Confusion, Lesser

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1

Components: V, S, DF

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

This spell causes a single creature to become *confused* for 1 round. See the *confusion* spell, above, to determine the exact effect on the subject.

Consecrate

Evocation [Good]

Level: Clr 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a *consecrated* area suffers minor disruption, giving it a -1 penalty on attack rolls,

damage rolls, and saves. Undead cannot be created within or summoned into a *consecrated* area.

If the *consecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus on turning checks, -2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron.

If the area does contain an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *consecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate counters and dispels *deseccrate*.

Material Component: A vial of holy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

Contact Other Plane

Divination

Level: Sor/Wiz 5

Components: V

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.) You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, you may ask one question.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes.

Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.)

On rare occasions, this divination may be blocked by an act of certain deities or forces.

Plane Contacted	Avoid Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane (appropriate)	DC 7/1 week (DC 7/1 week)	01–34 (01–68)	35–62 (69–75)	63–83 (76–98)	84–100 (99–100)
Positive/Negative Energy Plane	DC 8/1 week	01–39	40–65	66–86	87–100
Astral Plane	DC 9/1 week	01–44	45–67	68–88	89–100
Outer Plane, demideity	DC 10/2 weeks	01–49	50–70	71–91	92–100
Outer Plane, lesser deity	DC 12/3 weeks	01–60	61–75	76–95	96–100
Outer Plane, intermediate deity	DC 14/4 weeks	01–73	74–81	82–98	99–100
Outer Plane, greater deity	DC 16/5 weeks	01–88	89–90	91–99	100

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

Results of a Successful Contact: d% is rolled for the result shown on the table:

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Contagion

Necromancy [Evil]

Level: Clr 3, Destruction 3, Drd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use *contagion*'s normal save DC for the initial saving throw).

Disease	DC	Damage
Blinding sickness	16	1d4 Str ¹
Cackle fever	16	1d6 Wis
Filth fever	12	1d3 Dex and 1d3 Con
Mindfire	12	1d4 Int
Red ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy doom	14	1d4 Con

1 Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease's save DC) or be permanently blinded.

Contingency

Evocation

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: At least 10 minutes; see text

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

You can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Component: That of the companion spell, plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature.

Focus: A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus for the *contingency* to work.

Continual Flame

Evocation [Light]

Level: Clr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Effect: Magical, heatless flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden but not smothered or quenched. Light spells counter and dispel darkness spells of an equal or lower level.

Material Component: You sprinkle ruby dust (worth 50 gp) on the item that is to carry the flame.

Control Plants

Transmutation

Level: Drd 8, Plant 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: No

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

Control Undead

Necromancy

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables you to command undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Intelligent undead creatures remember that you controlled them.

Material Component: A small piece of bone and a small piece of raw meat.

Control Water

Transmutation [Water]

Level: Clr 4, Drd 4, Sor/Wiz 6, Water 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: 10 min./level (D)

Saving Throw: None; see text

Spell Resistance: No

Depending on the version you choose, the *control water* spell raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Arcane Material Component: A drop of water (for *raise water*) or a pinch of dust (for *lower water*).

Control Weather

Transmutation

Level: Air 7, Clr 7, Drd 7, Sor/Wiz 7

Components: V, S

Casting Time: 10 minutes; see text

Range: 2 miles

Area: 2-mile-radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

Spell Resistance: No

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Control Winds

Transmutation [Air]

Level: Air 5, Drd 5

Components: V, S

Casting Time: 1 standard action

Range: 40 ft./level

Area: 40 ft./level radius cylinder 40 ft. high

Duration: 10 min./level

Saving Throw: Fortitude negates

Spell Resistance: No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires concentration. You may create an “eye” of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Direction: You may choose one of four basic wind patterns to function over the spell’s area.

- A downdraft blows from the center outward in equal strength in all directions.
- An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
- A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
- A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Strength: For every three caster levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Create Food and Water

Conjuration (Creation)

Level: Clr 3

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain three humans or one horse/level for 24 hours

Duration: 24 hours; see text

Saving Throw: None

Spell Resistance: No

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

Create Greater Undead

Necromancy [Evil]

Level: Clr 8, Death 8, Sor/Wiz 8

This spell functions like create undead, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

Create Undead

Necromancy [Evil]

Level: Clr 6, Death 6, Evil 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A much more potent spell than *animate dead*, this evil spell allows you to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Ghoul
12th–14th	Ghost
15th–17th	Mummy
18th or higher	Mohrg

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

Material Component: A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

Create Water

Conjuration (Creation) [Water]

Level: Clr 0, Drd 0, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Creeping Doom

Conjunction (Summoning)

Level: Drd 7

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)/ 100 ft.; see text

Effect: One swarm of centipedes per two levels

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

When you utter the spell of *creeping doom*, you call forth a mass of centipede swarms (one per two caster levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another.

You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the creeping doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

Crushing Despair

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels *good hope*.

Material Component: A vial of tears.

Crushing Hand

Evocation [Force]

Level: Sor/Wiz 9, Strength 9

Components: V, S, M, F/DF

This spell functions like *interposing hand*, except that the hand can interpose itself, push, or crush one opponent that you select.

The *crushing hand* can grapple an opponent like *grasping hand* does. Its grapple bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +12 for the hand's Strength score (35), +4 for being Large. The hand deals 2d6+12 points of damage (lethal, not nonlethal) on each successful grapple check against an opponent.

The *crushing hand* can also interpose itself as *interposing hand* does, or it can bull rush an opponent as *forceful hand* does, but at a +18 bonus.

Directing the spell to a new target is a move action.

Clerics who cast this spell name it for their deities.

Arcane Material Component: The shell of an egg.

Arcane Focus: A glove of snakeskin.

Cure Critical Wounds

Conjunction (Healing)

Level: Brd 4, Clr 4, Drd 5, Healing 4

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +20).

Cure Critical Wounds, Mass

Conjuration (Healing)

Level: Clr 8, Drd 9, Healing 8

This spell functions like *mass cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (maximum +40).

Cure Light Wounds

Conjuration (Healing)

Level: Brd 1, Clr 1, Drd 1, Healing 1, Pal 1, Rgr 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Cure Light Wounds, Mass

Conjuration (Healing)

Level: Brd 5, Clr 5, Drd 6, Healing 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half; see text

Spell Resistance: Yes (harmless) or Yes; see text

You channel positive energy to cure 1d8 points of damage +1 point per caster level (maximum +25) in each selected creature.

Like other *cure* spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Cure Minor Wounds

Conjuration (Healing)

Level: Clr 0, Drd 0

This spell functions like *cure light wounds*, except that it cures only 1 point of damage.

Cure Moderate Wounds

Conjuration (Healing)

Level: Brd 2, Clr 2, Drd 3, Healing 2, Pal 3, Rgr 3

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +10).

Cure Moderate Wounds, Mass

Conjuration (Healing)

Level: Brd 6, Clr 6, Drd 7

This spell functions like *mass cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maximum +30).

Cure Serious Wounds

Conjuration (Healing)

Level: Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Healing 3

This spell functions like *cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +15).

Cure Serious Wounds, Mass

Conjuration (Healing)

Level: Clr 7, Drd 8

This spell functions like *mass cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maximum +35).

Curse Water

Necromancy [Evil]

Level: Clr 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

Material Component: 5 pounds of powdered silver (worth 25 gp).

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SPELLS (D-E)

Dancing Lights

Evocation [Light]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Up to four lights, all within a 10- ft.-radius area

Duration: 1 minute (D)

Saving Throw: None

Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Dancing lights can be made permanent with a *permanency* spell.

Darkness

Evocation [Darkness]

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical *darkness*.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by *darkness*.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower spell level.

Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

Darkvision

Transmutation

Level: Rgr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

Darkvision can be made permanent with a *permanency* spell.

Material Component: Either a pinch of dried carrot or an agate.

Daylight

Evocation [Light]

Level: Brd 3, Clr 3, Drd 3, Pal 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as *darkness*.

Daze

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature of 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Material Component: A pinch of wool or similar substance.

Daze Monster

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature of 6 HD or less

This spell functions like *daze*, but *daze monster* can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

Death Knell

Necromancy [Death, Evil]

Level: Clr 2, Death 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/10 minutes per HD of subject; see text

Saving Throw: Will negates

Spell Resistance: Yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the subject creature.

Death Ward

Necromancy

Level: Clr 4, Death 4, Drd 5, Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

Deathwatch

Necromancy [Evil]

Level: Clr 1

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped emanation

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

Deathwatch sees through any spell or ability that allows creatures to feign death.

Deep Slumber

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Range: Close (25 ft. + 5 ft./2 levels)

This spell functions like *sleep*, except that it affects 10 HD of creatures.

Deeper Darkness

Evocation [Darkness]

Level: Clr 3

Duration: One day/level (D)

This spell functions like *darkness*, except that the object radiates shadowy illumination in a 60-foot radius and the *darkness* lasts longer.

Daylight brought into an area of *deeper darkness* (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper darkness counters and dispels any light spell of equal or lower level, including *daylight* and *light*.

Delay Poison

Conjuration (Healing)

Level: Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

Delayed Blast Fireball

Evocation [Fire]

Level: Sor/Wiz 7

Duration: 5 rounds or less; see text

This spell functions like *fireball*, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6).

The glowing bead created by *delayed blast fireball* can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Demand

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Saving Throw: Will partial

Spell Resistance: Yes

This spell functions like *sending*, but the message can also contain a *suggestion* (see the *suggestion* spell), which the subject does its best to carry out. A successful Will save negates the *suggestion* effect but not the contact itself. The *demand*, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* is ineffective.

The *demand*'s message to the creature must be twenty-five words or less, including the *suggestion*. The creature can also give a short reply immediately.

Material Component: A short piece of copper wire and some small part of the subject—a hair, a bit of nail, or the like.

Desecrate

Evocation [Evil]

Level: Clr 2, Evil 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: Yes

This spell imbues an area with negative energy. Each Charisma check made to turn undead within this area takes a -3 profane penalty, and every undead creature entering a *desecrated* area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (-6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels *consecrate*.

Material Component: A vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

Destruction

Necromancy [Death]

Level: Clr 7, Death 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell instantly slays the subject and consumes its remains (but not its equipment and possessions) utterly. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.
Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

Detect Animals or Plants

Divination

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Chaos

Divination

Level: Clr 1

This spell functions like *detect evil*, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

Detect Evil

Divination

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./ level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Creature/Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Evil creature ¹ (HD)	10 or lower	11–25	26–50	51 or higher
Undead (HD)	2 or lower	3–8	9–20	21 or higher
Evil outsider (HD)	1 or lower	2–4	5–10	11 or higher
Cleric of an evil deity ² (class levels)	1	2–4	5–10	11 or higher
Evil magic item or spell (caster level)	2nd or lower	3rd–8th	9th–20th	21st or higher

1 Except for undead and outsiders, which have their own entries on the table.

2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.

Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Good

Divination

Level: Clr 1

This spell functions like *detect evil*, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil. Healing potions, antidotes, and similar beneficial items are not good.

Detect Law

Divination

Level: Clr 1

This spell functions like *detect evil*, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

Detect Magic

Divination

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Aura Power				
Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)
<i>Lingering Aura:</i> A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If <i>detect magic</i> is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:				
Original Strength	Duration of Lingering Aura			
Faint	1d6 rounds			
Moderate	1d6 minutes			
Strong	1d6x10 minutes			
Overwhelming	1d6 days			

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Detect Poison

Divination

Level: Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Scrying

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

Material Component: A small piece of mirror and a miniature brass hearing trumpet.

Detect Secret Doors

Divination

Level: Brd 1, Knowledge 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Snares and Pits

Divination

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect snares and pits does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell *snare*), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts

Divination [Mind-Affecting]

Level: Brd 2, Knowledge 2, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates; see text

Spell Resistance: No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Focus: A copper piece.

Detect Undead

Divination

Level: Clr 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/ level (D)

Saving Throw: None

Spell Resistance: No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

Lingering Aura: An undead aura lingers after its original source is destroyed. If *detect undead* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Material Component: A bit of earth from a grave.

Dictum

Evocation [Lawful, Sonic]

Level: Clr 7, Law 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nonlawful creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nonlawful creature within the area of a *dictum* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level –1	Slowed, deafened
Up to caster level –5	Paralyzed, slowed, deafened
Up to caster level –10	Killed, paralyzed, slowed, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Slowed: The creature is *slowed*, as by the *slow* spell, for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *dictum*. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose HD exceed your caster level are unaffected by *dictum*.

Dimension Door

Conjuration (Teleportation)

Level: Brd 4, Sor/Wiz 4, Travel 4

Components: V

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Dimensional Anchor

Abjuration

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *ethereallness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

Dimensional Lock

Abjuration

Level: Clr 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius emanation centered on a point in space

Duration: One day/level

Saving Throw: None

Spell Resistance: Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *ethereallness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Diminish Plants

Transmutation

Level: Drd 3, Rgr 3**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** See text**Target or Area:** See text**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

This spell has two versions.

Prune Growth: This version causes normal vegetation within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.

At your option, the area can be a 100- foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected.

Stunt Growth: This version targets normal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one third below normal.

Diminish plants counters *plant growth*.

This spell has no effect on plant creatures.

Discern Lies

Divination

Level: Clr 4, Pal 3**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Targets:** One creature/level, no two of which can be more than 30 ft. apart**Duration:** Concentration, up to 1 round/level**Saving Throw:** Will negates**Spell Resistance:** No

Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different subject.

Discern Location

Divination

Level: Clr 8, Knowledge 8, Sor/Wiz 8**Components:** V, S, DF**Casting Time:** 10 minutes**Range:** Unlimited**Target:** One creature or object**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or

object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Disguise Self

Illusion (Glamer)

Level: Brd 1, Sor/Wiz 1, Trickery 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Disintegrate

Transmutation

Level: Destruction 7, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Spell Resistance: Yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *forceful hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Arcane Material Component: A lodestone and a pinch of dust.

Dismissal

Abjuration

Level: Clr 4, Sor/Wiz 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell forces an extraplanar creature back to its proper plane if it fails a special Will save (DC = spell's save DC – creature's HD + your caster level). If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Dispel Chaos

Abjuration [Lawful]

Level: Clr 5, Law 5, Pal 4

This spell functions like *dispel evil*, except that you are surrounded by constant, blue, lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

Dispel Evil

Abjuration [Good]

Level: Clr 5, Good 5, Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target or Targets: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: See text

Spell Resistance: See text

Shimmering, white, holy energy surrounds you. This power has three effects.

First, you gain a +4 deflection bonus to AC against attacks by evil creatures.

Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell.

Exception: Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel evil*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Dispel Good

Abjuration [Evil]

Level: Clr 5, Evil 5

This spell functions like *dispel evil*, except that you are surrounded by dark, wavering, unholy energy, and the spell affects good creatures and spells rather than evil ones.

Dispel Law

Abjuration [Chaotic]

Level: Chaos 5, Clr 5

This spell functions like *dispel evil*, except that you are surrounded by flickering, yellow, chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

Dispel Magic

Abjuration

Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the *dispel magic* spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel: When *dispel magic* is used in this way, the spell affects everything within a 20-foot radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *dispel magic* spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *dispel magic* spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the *dispel magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

Dispel Magic, Greater

Abjuration

Level: Brd 5, Clr 6, Drd 6, Sor/Wiz 6

This spell functions like *dispel magic*, except that the maximum caster level on your dispel check is +20 instead of +10.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect.

Displacement

Illusion (Glamor)

Level: Brd 3, Sor/Wiz 3

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location.

Material Component: A small strip of leather twisted into a loop.

Disrupt Undead

Necromancy

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Disrupting Weapon

Transmutation

Level: Clr 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One melee weapon

Duration: 1 round/level

Saving Throw: Will negates (harmless, object); see text

Spell Resistance: Yes (harmless, object)

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

Divination

Divination

Level: Clr 4, Knowledge 4

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% per caster level, to a maximum of 90%. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work. As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.

Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

Divine Favor

Evocation

Level: Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +6). The bonus doesn't apply to spell damage.

Divine Power

Evocation

Level: Clr 4, War 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point per caster level.

Dominate Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 3, Drd 3

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You can enchant an animal and direct it with simple commands such as “Attack,” “Run,” and “Fetch.” Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the *dominated* animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn’t do. Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

Dominate Monster

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 9

Target: One creature

This spell functions like *dominate person*, except that the spell is not restricted by creature type.

Dominate Person

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: One day/level

Saving Throw: Will negates

Spell Resistance: Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject’s mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as “Come here,” “Go there,” “Fight,” and “Stand still.” You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a *dominated* creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject’s behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can’t communicate with you. You can’t actually see through the subject’s eyes, so it’s not as good as being there yourself, but you still get a good idea of what’s going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don’t spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

Doom

Necromancy [Fear, Mind-Affecting]

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

Dream

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Eagle's Splendor

Transmutation

Level: Brd 2, Clr 2, Pal 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

Arcane Material Component: A few feathers or a pinch of droppings from an eagle.

Eagle's Splendor, Mass

Transmutation

Level: Brd 6, Clr 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *eagle's splendor*, except that it affects multiple creatures.

Earthquake

Evocation [Earth]

Level: Clr 8, Destruction 8, Drd 8, Earth 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius spread (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

When you cast *earthquake*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Elemental Swarm

Conjuration (Summoning) [see text]

Level: Air 9, Drd 9, Earth 9, Fire 9, Water 9

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose the plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Endure Elements

Abjuration

Level: Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1, Sun 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves). The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Energy Drain

Necromancy

Level: Clr 9, Sor/Wiz 9

Saving Throw: Fortitude partial; see text for *enervation*

This spell functions like *enervation*, except that the creature struck gains 2d4 negative levels, and the negative levels last longer.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = *energy drain* spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained.

An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

Enervation

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours).

Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4x5 temporary hit points for 1 hour.

Enlarge Person

Transmutation

Level: Sor/Wiz 1, Strength 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to

Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any *enlarged* item that leaves an *enlarged* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of *enlarged* items are not increased by this spell.

Multiple magical effects that increase size do not stack.,.

Enlarge person counters and dispels *reduce person*.

Enlarge person can be made permanent with a *permanency* spell.

Material Component: A pinch of powdered iron.

Enlarge Person, Mass

Transmutation

Level: Sor/Wiz 4

Target: One humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *enlarge person*, except that it affects multiple creatures.

Entangle

Transmutation

Level: Drd 1, Plant 1, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Plants in a 40-ft.-radius spread

Duration: 1 min./level (D)

Saving Throw: Reflex partial; see text

Spell Resistance: No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Note: The effects of the spell may be altered somewhat, based on the nature of the entangling plants.

Enthrall

Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic]

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Targets: Any number of creatures

Duration: 1 hour or less

Saving Throw: Will negates; see text

Spell Resistance: Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those *enthralled* by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become *enthralled*. The speech ends (but the 1d3-round delay still applies) if

you lose concentration or do anything other than speak or sing.

If those not *enthralled* have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously *enthralled* members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Entropic Shield

Abjuration

Level: Clr 1, Luck 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Erase

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One scroll or two pages

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%.

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. (A natural 1 or 2 is always a failure on this check.) If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Ethereal Jaunt

Transmutation

Level: Clr 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the

nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Etherealness

Transmutation

Level: Clr 9, Sor/Wiz 9

Range: Touch; see text

Targets: You and one other touched creature per three levels

Duration: 1 min./level (D)

Spell Resistance: Yes

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

Expeditious Retreat

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell increases your base land speed by 30 feet. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill).

Explosive Runes

Abjuration [Force]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The *runes* detonate when read, dealing 6d6 points of force damage. Anyone next to the *runes* (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the *runes* is entitled to a Reflex save for half damage. The object on which the *runes* were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the *runes*. Likewise, you can remove the *runes* whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or erase the *runes* and failing to do so triggers the explosion.

Note: Magic traps such as *explosive runes* are hard to detect and disable. A rogue (only) can use the Search skill to find the *runes* and Disable Device to thwart them. The DC in each case is 25 + spell level, or 28 for *explosive runes*.

Eyebite

Necromancy [Evil]

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round per three levels; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Each round, you may target a single living creature, striking it with waves of evil power. Depending on the target's HD, this attack has as many as three effects.

HD	Effect
10 or more	Sickened
5–9	Panicked, sickened
4 or less	Comatose, panicked, sickened

The effects are cumulative and concurrent.

Sickened: Sudden pain and fever sweeps over the subject's body. A sickened creature takes a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a *remove disease* or *heal* spell, but a *remove curse* is effective.

Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a *sleep* effect, and thus elves are not immune to it.

The spell lasts for 1 round per three caster levels. You must spend a move action each round after the first to target a foe.

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SPELLS (F-G)

Fabricate

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship.

Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Component: The original material, which costs the same amount as the raw materials required to craft the item to be created.

Faerie Fire

Evocation [Light]

Level: Drd 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Creatures and objects within a 5-ft.-radius burst

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical *darkness* effect functions normally), *blur*, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The *faerie fire* can be blue, green, or violet, according to your choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

False Life

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to $1d10 + 1$ per caster level (maximum +10).

Material Component: A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

False Vision

Illusion (Glamor)

Level: Brd 5, Sor/Wiz 5, Trickery 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Area: 40-ft.-radius emanation

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Arcane Material Component: The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

Fear

Necromancy [Fear, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Material Component: Either the heart of a hen or a white feather.

Feather Fall

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V

Casting Time: 1 free action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

Duration: Until landing or 1 round/level

Saving Throw: Will negates (harmless) or Will negates (object)

Spell Resistance: Yes (object)

The affected creatures or objects fall slowly. *Feather fall* instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Feeblemind

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is

unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of the *feeblemind*. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

Material Component: A handful of clay, crystal, glass, or mineral spheres.

Find the Path

Divination

Level: Brd 6, Clr 6, Drd 6, Knowledge 6, Travel 6

Components: V, S, F

Casting Time: 3 rounds

Range: Personal or touch

Target: You or creature touched

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph of warding*. The spell ends when the destination is reached or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Focus: A set of divination counters of the sort you favor.

Find Traps

Divination

Level: Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You gain intuitive insight into the workings of traps. You can use the Search skill to detect traps just as a rogue can. In addition, you gain an insight bonus equal to one-half your caster level (maximum +10) on Search checks made to find traps while the spell is in effect.

Note that *find traps* grants no ability to disable the traps that you may find.

Finger of Death

Necromancy [Death]

Level: Drd 8, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25).

The subject might die from damage even if it succeeds on its saving throw.

Fire Seeds

Conjuration (Creation) [Fire]

Level: Drd 6, Fire 6, Sun 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: Up to four touched acorns or up to eight touched holly berries

Duration: 10 min./level or until used

Saving Throw: None or Reflex half; see text

Spell Resistance: No

Depending on the version of *fire seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (maximum 20d6), divided up among the acorns as you wish.

Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point per caster level to every creature in a 5-foot radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Material Component: The acorns or holly berries.

Fire Shield

Evocation [Fire or Cold]

Level: Fire 5, Sor/Wiz 4, Sun 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level (maximum +15). This damage is either cold damage (if the *shield* protects against fire-based attacks) or fire damage (if the *shield* protects against cold-based attacks). If the attacker has spell resistance, it applies to this effect. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color)—blue or green if the *chill shield* is cast, violet or blue if the *warm shield* is employed. The special powers of each version are as follows.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Arcane Material Component: A bit of phosphorus for the *warm shield*; a live firefly or glowworm or the tail portions of four dead ones for the *chill shield*.

Fire Storm

Evocation [Fire]

Level: Clr 8, Drd 7, Fire 7

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Two 10-ft. cubes per level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6).

Fire Trap

Abjuration [Fire]

Level: Drd 2, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* can ward any object that can be opened and closed.

When casting *fire trap*, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

A *fire trapped* item cannot have a second closure or warding spell placed on it.

A *knock* spell does not bypass a *fire trap*. An unsuccessful *dispel magic* spell does not detonate the spell.

Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the *fire trapped* object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a *fire trapped* object to an individual usually involves setting a password that you can share with friends.

Note: Magic traps such as *fire trap* are hard to detect and disable. A rogue (only) can use the Search skill to find a *fire trap* and Disable Device to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid's *fire trap* or DC 29 for the arcane version).

Material Component: A half-pound of gold dust (cost 25 gp) sprinkled on the warded object.

Fireball

Evocation [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. (An early impact results in an early detonation.) If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A tiny ball of bat guano and sulfur.

Flame Arrow

Transmutation [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Material Component: A drop of oil and a small piece of flint.

Flame Blade

Evocation [Fire]

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Sword-like beam

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

The spell does not function underwater.

Flame Strike

Evocation [Fire]

Level: Clr 5, Drd 4, Sun 5, War 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *flame strike* produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

Flaming Sphere

Evocation [Fire]

Level: Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A *flaming sphere* rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A *flaming sphere* winks out if it exceeds the spell's range.

Arcane Material Component: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

Flare

Evocation [Light]

Level: Brd 0, Drd 0, Sor/Wiz 0

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Burst of light

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

Flesh to Stone

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this spell.

Material Component: Lime, water, and earth.

Fly

Transmutation

Level: Sor/Wiz 3, Travel 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

Arcane Focus: A wing feather from any bird.

Floating Disk

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 3-ft.-diameter disk of force

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Material Component: A drop of mercury.

Fog Cloud

Conjuration (Creation)

Level: Drd 2, Sor/Wiz 2, Water 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Forbiddance

Abjuration

Level: Clr 6

Components: V, S, M, DF

Casting Time: 6 rounds

Range: Medium (100 ft. + 10 ft./level)

Area: 60-ft. cube/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: Yes

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and *teleport*), *plane shifting*, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

Dispel magic does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping *forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

Material Component: A sprinkling of holy water and rare incenses worth at least 1,500 gp, plus 1,500 gp per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot

cube.

Forcecage

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

This powerful spell brings into being an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, a *forcecage* resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

Material Component: Ruby dust worth 1,500 gp, which is tossed into the air and disappears when you cast the spell.

Forceful Hand

Evocation [Force]

Level: Sor/Wiz 6

Components: V, S, F

This spell functions like *interposing hand*, except that the *forceful hand* pursues and pushes away the opponent that you designate. Treat this attack as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target is a move action.

A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it.

Focus: A sturdy glove made of leather or heavy cloth.

Foresight

Divination

Level: Drd 9, Knowledge 9, Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal or touch

Target: See text

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject,

however, does not gain the insight bonus to AC and Reflex saves.

Arcane Material Component: A hummingbird's feather.

Fox's Cunning

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The transmuted creature becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill points.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

Fox's Cunning, Mass

Transmutation

Level: Brd 6, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *fox's cunning*, except that it affects multiple creatures.

Freedom

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) or see text

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject is freed from spells and effects that restrict its movement, including *binding*, *entangle*, grapping, *imprisonment*, *maze*, paralysis, *petrification*, pinning, *sleep*, *slow*, stunning, *temporal stasis*, and *web*. To free a creature from *imprisonment* or *maze*, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the *maze*.

Freedom of Movement

Abjuration

Level: Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Personal or touch

Target: You or creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing.

Material Component: A leather thong, bound around the arm or a similar appendage.

Freezing Sphere

Evocation [Cold]

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target, Effect, or Area: See text

Duration: Instantaneous or 1 round/level; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8).

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the *freezing sphere* bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

Focus: A small crystal sphere.

Gaseous Form

Transmutation

Level: Air 3, Brd 3, Sor/Wiz 3

Components: S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Willing corporeal creature touched

Duration: 2 min./level (D)

Saving Throw: None

Spell Resistance: No

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Arcane Material Component: A bit of gauze and a wisp of smoke.

Gate

Conjuration (Creation or Calling)

Level: Clr 9, Sor/Wiz 9

Components: V, S, XP; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: See text

Duration: Instantaneous or concentration (up to 1 round/level); see text

Saving Throw: None

Spell Resistance: No

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the *gate*.

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A *gate* has a front and a back. Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the *gate* opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the *gate* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect of the *gate* spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below).

If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

XP Cost: 1,000 XP (only for the *calling creatures* function).

Geas/Quest

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 6, Clr 6, Sor/Wiz 6

Casting Time: 10 minutes

Target: One living creature

Saving Throw: None

This spell functions similarly to *lesser geas*, except that it affects a creature of any HD and allows no saving throw.

Instead of taking penalties to ability scores (as with *lesser geas*), the subject takes 3d6 points of damage each day it does not attempt to follow the *geas/quest*. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the *geas/ quest*.

A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas/quest*, but *limited wish*, *miracle*, and *wish* do.

Bards, sorcerers, and wizards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

Geas, Lesser

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 7 HD or less

Duration: One day/level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions:

If the subject is prevented from obeying the *lesser geas* for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *lesser geas*.

A *lesser geas* (and all ability score penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect a *lesser geas*.

Gentle Repose

Necromancy

Level: Clr 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: One day/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.

Arcane Material Component: A pinch of salt, and a copper piece for each eye the corpse has (or had).

Ghost Sound

Illusion (Figment)

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Material Component: A bit of wool or a small lump of wax.

Ghoul Touch

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living humanoid touched

Duration: 1d6+2 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A *neutralize poison* spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

Material Component: A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair.

Giant Vermin

Transmutation

Level: Clr 4, Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to three vermin, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below.

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

Caster Level	Vermin Size
9th or lower	Medium
10th–13th	Large
14th–17th	Huge
18th–19th	Gargantuan
20th or higher	Colossal

Glibness

Transmutation

Level: Brd 3

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.)

If a magical effect is used against you that would detect your lies or force you to speak the truth the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

Glitterdust

Conjuration (Creation)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures and objects within 10-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates (blinding only)

Spell Resistance: No

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

Any creature covered by the dust takes a -40 penalty on Hide checks.

Material Component: Ground mica.

Globe of Invulnerability

Abjuration

Level: Sor/Wiz 6

This spell functions like *lesser globe of invulnerability*, except that it also excludes 4th-level spells and spell-like effects.

Globe of Invulnerability, Lesser

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic*. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether *lesser globe of invulnerability* stops it.

Material Component: A glass or crystal bead that shatters at the expiration of the spell.

Glyph of Warding

Abjuration

Level: Clr 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target or Area: Object touched or up to 5 sq. ft./level

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: No (object) and Yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, *glyphs* can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. *Glyphs* can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set

according to class, Hit Dice, or level. *Glyphs* respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *glyphs* cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A *glyph* can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the *glyph* and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, and *nondetection* (and similar magical effects) can fool a *glyph*, though nonmagical disguises and the like can't. *Read magic* allows you to identify a *glyph of warding* with a DC 13 Spellcraft check. Identifying the *glyph* does not discharge it and allows you to know the basic nature of the *glyph* (version, type of damage caused, what spell is stored).

Note: Magic traps such as *glyph of warding* are hard to detect and disable. A rogue (only) can use the Search skill to find the *glyph* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for *glyph of warding*.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

Blast Glyph: A *blast glyph* deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the *glyph*. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the *glyph*.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 200 gp.

Glyph of Warding, Greater

Abjuration

Level: Clr 6

This spell functions like *glyph of warding*, except that a *greater blast glyph* deals up to 10d8 points of damage, and a *greater spell glyph* can store a spell of 6th level or lower.

Material Component: You trace the *glyph* with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

Goodberry

Transmutation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: 2d4 fresh berries touched

Duration: One day/level

Saving Throw: None

Spell Resistance: Yes

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Good Hope

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature/level, no two of which may be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack

rolls, ability checks, skill checks, and weapon damage rolls.
Good hope counters and dispels *crushing despair*.

Grasping Hand

Evocation [Force]

Level: Sor/Wiz 7, Strength 7

Components: V, S, F/DF

This spell functions like *interposing hand*, except the hand can also grapple one opponent that you select. The *grasping hand* gets one grapple attack per round.

Its attack bonus to make contact equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large. Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of -1. The hand holds but does not harm creatures it grapples.

Directing the spell to a new target is a move action.

The *grasping hand* can also bull rush an opponent as *forceful hand* does, but at a +16 bonus on the Strength check (+10 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets), or interpose itself as *interposing hand* does.

Clerics who cast this spell name it for their deities.

Arcane Focus: A leather glove.

Grease

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One object or a 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill for details).

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.

Material Component: A bit of pork rind or butter.

Greater (Spell Name)

Any spell whose name begins with *greater* is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a *greater* spell appears near the description of the spell on which it is based. Spell chains that have *greater* spells in them include those based on the spells *arcane sight*, *command*, *dispel magic*, *glyph of warding*, *invisibility*, *magic fang*, *magic weapon*, *planar ally*, *planar binding*, *prying eyes*, *restoration*, *scrying*, *shadow conjuration*, *shadow evocation*, *shout*, and *teleport*.

Guards and Wards

Abjuration

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: 30 minutes

Range: Anywhere within the area to be warded

Area: Up to 200 sq. ft./level (S)

Duration: 2 hours/level (D)

Saving Throw: See text

Spell Resistance: See text

This powerful spell is primarily used to defend your stronghold. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Saving Throw: None. Spell Resistance: No.

Arcane Locks: All doors in the warded area are *arcane locked*. Saving Throw: None. Spell Resistance: No.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts. Saving Throw: Reflex negates; see text for *web*. Spell Resistance: No.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect. Saving Throw: None. Spell Resistance: Yes.

Lost Doors: One door per caster level is covered by a *silent image* to appear as if it were a plain wall. Saving Throw: Will disbelieve (if interacted with). Spell Resistance: No.

In addition, you can place your choice of one of the following five magical effects.

1. *Dancing lights* in four corridors. You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts. Saving Throw: None. Spell Resistance: No.

2. A *magic mouth* in two places. Saving Throw: None. Spell Resistance: No.

3. A *stinking cloud* in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. Saving Throw: Fortitude negates; see text for *stinking cloud*. Spell Resistance: No.

4. A *gust of wind* in one corridor or room. Saving Throw: Fortitude negates. Spell Resistance: Yes.

5. A *suggestion* in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the *suggestion* mentally. Saving Throw: Will negates. Spell Resistance: Yes.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *Mage's disjunction* destroys the entire *guards and wards* effect.

Material Component: Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood.

Focus: A small silver rod.

Guidance

Divination

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Gust of Wind

Evocation [Air]

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet.

Large or larger creatures may move normally within a *gust of wind* effect.

A *gust of wind* can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a *gust of wind*.

The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a *permanency* spell.

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SPELLS (H-L)

Hallow

Evocation [Good]

Level: Clr 5, Drd 5

Components: V, S, M, DF

Casting Time: 24 hours

Range: Touch

Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

Hallow makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a *magic circle against evil* effect.

Second, all Charisma checks made to turn undead gain a +4 sacred bonus, and Charisma checks to command undead take a –4 penalty. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Third, any dead body interred in a *hallowed* site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the *hallowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a *hallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect evil*, *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* spell (and its associated spell effect) at a time. *Hallow* counters but does not dispel *unhallow*.

Material Component: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the *hallowed* area.

Hallucinatory Terrain

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Area: One 30-ft. cube/level (S)

Duration: 2 hours/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Material Component: A stone, a twig, and a bit of green plant.

Halt Undead

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to three undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell.

(similar to the effect of *hold person* on a living creature). The effect is broken if the *halted* creatures are attacked or take damage.

Material Component: A pinch of sulfur and powdered garlic.

Harm

Necromancy

Level: Clr 6, Destruction 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half; see text

Spell Resistance: Yes

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, *harm* deals half this amount, but it cannot reduce the target's hit points to less than 1.

If used on an undead creature, *harm* acts like *heal*.

Haste

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hastened creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A *hasted* creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the *hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.

Material Component: A shaving of licorice root.

Heal

Conjuration (Healing)

Level: Clr 6, Drd 7, Healing 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feebleminded*, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points. If used against an undead creature, *heal* instead acts like *harm*.

Heal, Mass

Conjuration (Healing)

Level: Clr 9, Healing 9

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *heal*, except as noted above. The maximum number of hit points restored to each creature is 250.

Heal Mount

Conjuration (Healing)

Level: Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Your mount touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *heal*, but it affects only the paladin's special mount (typically a warhorse).

Heat Metal

Transmutation [Fire]

Level: Drd 2, Sun 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, all of which must be within a 30-ft. circle

Duration: 7 rounds

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Heat metal makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below.

Round	Metal Temperature	Damage
1	Warm	None
2	Hot	1d4 points
3–5	Searing	2d4 points
6	Hot	1d4 points
7	Warm	None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. If cast underwater, *heat metal* deals half damage and boils the surrounding water.

Heat metal counters and dispels *chill metal*.

Helping Hand

Evocation

Level: Clr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 5 miles

Effect: Ghostly hand

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.

When the spell is cast, the hand appears in front of you. You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

Distance	Time to Locate
100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on her own devices to locate you.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

Heroes' Feast

Conjuration [Creation]

Level: Brd 6, Clr 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Feast for one creature/level

Duration: 1 hour plus 12 hours; see text

Saving Throw: None

Spell Resistance: No

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Heroism

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Heroism, Greater

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 6

Duration: 1 min./level

This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

Hide from Animals

Abjuration

Level: Drd 1, Rgr 1

Components: S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature touched/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Hide from Undead

Abjuration

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes

Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Hideous Laughter

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature; see text

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's

receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Material Component: Tiny tarts that are thrown at the target and a feather that is waved in the air.

Hold Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 2, Drd 2, Rgr 2

Components: V, S

Target: One animal

This spell functions like *hold person*, except that it affects an animal instead of a humanoid.

Hold Monster

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Law 6, Sor/Wiz 5

Components: V, S, M/DF

Target: One living creature

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

Arcane Material Component: One hard metal bar or rod, which can be as small as a three-penny nail.

Hold Monster, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 9

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except that it affects multiple creatures and holds any living creature that fails its Will save.

Hold Person

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid creature

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Arcane Focus: A small, straight piece of iron.

Hold Person, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except as noted above.

Hold Portal

Abjuration

Level: Sor/Wiz 1

Component: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One portal, up to 20 sq. ft./level

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as

if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell. For a portal affected by this spell, add 5 to the normal DC for forcing open the portal.

Holy Aura

Abjuration [Good]

Level: Clr 8, Good 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from evil* does.

Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as *blindness/deafness*, but against *holy aura*'s save DC).

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.

Holy Smite

Evocation [Good]

Level: Good 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Holy Sword

Evocation [Good]

Level: Pal 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 *holy weapon* (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a *magic circle against evil* effect (as the spell). If the *magic circle* ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative.

with *bless weapon* or any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

Note: A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

Holy Word

Evocation [Good, Sonic]

Level: Clr 7, Good 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nongood creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nongood creature within the area that hears the *holy word* suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level	-1 Blinded, deafened
Up to caster level	-5 Paralyzed, blinded, deafened
Up to caster level	-10 Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Blinded: The creature is blinded for 2d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.

Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *holy word*. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose HD exceed your caster level are unaffected by *holy word*.

Horrid Wilting

Necromancy

Level: Sor/Wiz 8, Water 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell evaporates moisture from the body of each subject living creature, dealing 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

Arcane Material Component: A bit of sponge.

Hypnotic Pattern

Illusion (Pattern) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V (Brd only), S, M; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights in a 10-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of Hit Dice of creatures affected. Creatures with the fewest HD are

affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A glowing stick of incense or a crystal rod filled with phosphorescent material.

Hypnotism

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Area: Several living creatures, no two of which may be more than 30 ft. apart

Duration: 2d4 rounds (D)

Saving Throw: Will negates

Spell Resistance: Yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

Ice Storm

Evocation [Cold]

Level: Drd 4, Sor/Wiz 4, Water 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 full round

Saving Throw: None

Spell Resistance: Yes

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Listen check made within the *ice storm*'s effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Arcane Material Component: A pinch of dust and a few drops of water.

Identify

Divination

Level: Brd 1, Magic 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 hour

Range: Touch

Targets: One touched object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Identify does not function when used on an artifact.

Arcane Material Component: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

Illusory Script

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute or longer; see text

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: One day/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

You write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusionist recognizes it as *illusory script*. Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth. If successfully dispelled by *dispel magic*, the *illusory script* and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell.

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Material Component: A lead-based ink (cost of not less than 50 gp).

Illusory Wall

Illusion (Figment)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Image 1 ft. by 10 ft. by 10 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

Imbue with Spell Ability

Evocation

Level: Clr 4, Magic 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched; see text

Duration: Permanent until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can't exceed this limit.

HD of Recipient	Spells Imbued
2 or lower	One 1st-level spell
3–4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component or focus, it must have the materials or focus.

Implosion

Evocation

Level: Clr 9, Destruction 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal creature/round

Duration: Concentration (up to 4 rounds)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

Imprisonment

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

When you cast *imprisonment* and touch a creature, it is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place. Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a -4 penalty on its save.

Incendiary Cloud

Conjuration (Creation) [Fire]

Level: Fire 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: No

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a *fog cloud* does. In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud (actually its point of origin) move as much as 60 feet each round. Any portion of the

cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter. As with *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

Inflict Critical Wounds

Necromancy

Level: Clr 4, Destruction 4

This spell functions like *inflict light wounds*, except that you deal 4d8 points of damage +1 point per caster level (maximum +20).

Inflict Critical Wounds, Mass

Necromancy

Level: Clr 8

This spell functions like *mass inflict light wounds*, except that it deals 4d8 points of damage +1 point per caster level (maximum +40).

Inflict Light Wounds

Necromancy

Level: Clr 1, Destruction 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Inflict Light Wounds, Mass

Necromancy

Level: Clr 5, Destruction 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +25) to nearby living enemies.

Like other *inflict* spells, *mass inflict light wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

Inflict Minor Wounds

Necromancy

Level: Clr 0

Saving Throw: Will negates

This spell functions like *inflict light wounds*, except that you deal 1 point of damage and a Will save negates the damage instead of halving it.

Inflict Moderate Wounds

Necromancy

Level: Clr 2

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage +1 point per caster level (maximum +10).

Inflict Moderate Wounds, Mass

Necromancy

Level: Clr 6

This spell functions like *mass inflict light wounds*, except that it deals 2d8 points of damage +1 point per caster level (maximum +30).

Inflict Serious Wounds

Necromancy

Level: Clr 3

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage +1 point per caster level (maximum +15).

Inflict Serious Wounds, Mass

Necromancy

Level: Clr 7

This spell functions like *mass inflict light wounds*, except that it deals 3d8 points of damage +1 point per caster level (maximum +35).

Insanity

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The affected creature suffers from a continuous *confusion* effect, as the spell.

Remove curse does not remove *insanity*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

Insect Plague

Conjuration (Summoning)

Level: Clr 5, Drd 5

Components: V, S, DF

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You summon a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

Instant Summons

Conjuration (Summoning)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

You call some nonliving item from virtually any location directly to your hand.

First, you must place your *arcane mark* on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Component: A sapphire worth at least 1,000 gp.

Interposing Hand

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An *interposing hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20 (–1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster.

Disintegrate or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

Focus: A soft glove.

Invisibility

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2, Trickery 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless) or Will negates (harmless, object)

Spell Resistance: Yes (harmless) or Yes (harmless, object)

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge

while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Arcane Material Component: An eyelash encased in a bit of gum arabic.

Invisibility, Greater

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S

Target: You or creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

This spell functions like *invisibility*, except that it doesn't end if the subject attacks.

Invisibility, Mass

Illusion (Glamer)

Level: Sor/Wiz 7

Components: V, S, M

Range: Long (400 ft. + 40 ft./level)

Targets: Any number of creatures, no two of which can be more than 180 ft. apart

This spell functions like *invisibility*, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

Material Component: An eyelash encased in a bit of gum arabic.

Invisibility Purge

Evocation

Level: Clr 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

Invisibility Sphere

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Area: 10-ft.-radius emanation around the creature or object touched

This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

Iron Body

Transmutation

Level: Earth 8, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

Arcane Material Component: A small piece of iron that was once part of either an iron golem, a hero's armor, or a war machine.

Ironwood

Transmutation

Level: Drd 6**Components:** V, S, M**Casting Time:** 1 minute/lb. created**Range:** 0 ft.**Effect:** An *ironwood* object weighing up to 5 lb./level**Duration:** One day/level (D)**Saving Throw:** None**Spell Resistance:** No

Ironwood is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, *ironwood* is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on *ironwood*. Spells that affect wood do affect *ironwood*, although *ironwood* does not burn. Using this spell with *wood shape* or a wood-related Craft check, you can fashion wooden items that function as steel items. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids.

Further, if you make only half as much *ironwood* as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enhancement bonus.

Material Component: Wood shaped into the form of the intended *ironwood* object.

Irresistible Dance

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 8**Components:** V**Casting Time:** 1 standard action**Range:** Touch**Target:** Living creature touched**Duration:** 1d4+1 rounds**Saving Throw:** None**Spell Resistance:** Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.

Jump

Transmutation

Level: Drd 1, Rgr 1, Sor/Wiz 1**Components:** V, S, M**Casting Time:** 1 standard action**Range:** Touch**Target:** Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Material Component: A grasshopper's hind leg, which you break when the spell is cast.

Keen Edge

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.)

Multiple effects that increase a weapon's threat range (such as the *keen edge* spell and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Knock

Transmutation

Level: Sor/Wiz 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One door, box, or chest with an area of up to 10 sq. ft./level

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

The *knock* spell opens stuck, barred, locked, *held*, or *arcane locked* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open a *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

Know Direction

Divination

Level: Brd 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which “north” exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don’t find some external reference point to help you keep track of direction.

Legend Lore

Divination

Level: Brd 4, Knowledge 7, Sor/Wiz 6

Components: V, S, M, F

Casting Time: See text

Range: Personal

Target: You

Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4x10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *legend lore* result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are “legendary,” as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Component: Incense worth at least 250 gp.

Focus: Four strips of ivory (worth 50 gp each) formed into a rectangle.

Lesser (Spell Name)

Any spell whose name begins with *lesser* is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a *lesser* spell appears near the description of the spell on which it is based. Spell chains that have *lesser* spells in them include those based on the spells *confusion*, *geas*, *globe of invulnerability*, *planar ally*, *planar binding*, and *restoration*.

Levitate

Transmutation

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be *levitated*, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A *levitating* creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Focus: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Light

Evocation [Light]

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical *darkness* does not function.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Arcane Material Component: A firefly or a piece of phosphorescent moss.

Lightning Bolt

Evocation [Electricity]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Component: A bit of fur and an amber, crystal, or glass rod.

Limited Wish

Universal

Level: Sor/Wiz 7

Components: V, S, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: Yes

A *limited wish* lets you create nearly any type of effect. For example, a *limited wish* can do any of the following things.

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 5th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.
- Duplicate any other spell of 4th level or lower, even if it's of a prohibited school.
- Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a *limited wish* duplicates a spell that has an XP cost, you must pay that cost or 300 XP, whichever is more. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.

XP Cost: 300 XP or more (see above).

Liveoak

Transmutation

Level: Drd 6

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Tree touched

Duration: One day/level (D)

Saving Throw: None

Spell Resistance: No

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling

place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect. *Liveoak* must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The *liveoak* spell triggers the tree into animating as a treant. If *liveoak* is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Locate Creature

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Duration: 10 min./level

This spell functions like *locate object*, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

Material Component: A bit of fur from a bloodhound.

Locate Object

Divination

Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* fools it.

Arcane Focus: A forked twig.

Longstrider

Transmutation

Level: Drd 1, Rgr 1, Travel 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component: A pinch of dirt.

Lullaby

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Living creatures within a 10-ft.-radius burst

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Listen and Spot checks and a -2 penalty on Will saves against *sleep* effects while the *lullaby* is in effect. *Lullaby* lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

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SPELLS (M-O)

Mage Armor

Conjuration (Creation) [Force]

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Focus: A piece of cured leather.

Mage Hand

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration

Saving Throw: None

Spell Resistance: No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Mage's Disjunction

Abjuration

Level: Magic 9, Sor/Wiz 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All magical effects and magic items within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful Will save or be turned into a normal item. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

You also have a 1% chance per caster level of destroying an *antimagic field*. If the *antimagic field* survives the *disjunction*, no items within it are disjoined.

Even artifacts are subject to *disjunction*, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Mage's Faithful Hound

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Phantom watchdog

Duration: 1 hour/caster level or until discharged, then 1 round/caster level; see text

Saving Throw: None

Spell Resistance: No

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature.

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

Material Component: A tiny silver whistle, a piece of bone, and a thread.

Mage's Lucubration

Transmutation

Level: Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You instantly recall any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as though prepared in the normal fashion.

If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

Mage's Magnificent Mansion

Conjuration (Creation)

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Extradimensional mansion, up to three 10-ft. cubes/level (S)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Focus: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp).

Mage's Private Sanctum

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/level (S)

Duration: 24 hours (D)

Saving Throw: None

Spell Resistance: No

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to *detect thoughts*. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a *sending* or *message* spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

Mage's private sanctum can be made permanent with a *permanency* spell.

Material Component: A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

Mage's Sword

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One sword

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals $4d6+3$ points of force damage, with a threat range of 19–20 and a critical multiplier of $\times 2$.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time *Mage's sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

Focus: A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct.

Magic Aura

Illusion (Glamor)

Level: Brd 1, Magic 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighing up to 5 lb./level

Duration: One day/level (D)

Saving Throw: None; see text

Spell Resistance: No

You alter an item's aura so that it registers to *detect spells* (and spells with similar capabilities) as though it were nonmagical,

or a magic item of a kind you specify, or the subject of a spell you specify.

If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Focus: A small square of silk that must be passed over the object that receives the aura.

Magic Circle against Chaos

Abjuration [Lawful]

Level: Clr 3, Law 3, Pal 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*, and it can imprison a nonlawful called creature.

Magic Circle against Evil

Abjuration [Good]

Level: Clr 3, Good 3, Pal 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation from touched creature

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

All creatures within the area gain the effects of a *protection from evil* spell, and no nongood summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from evil* and vice versa.

Arcane Material Component: A little powdered silver with which you trace a 3-footdiameter circle on the floor (or ground) around the creature to be warded.

Magic Circle against Good

Abjuration [Evil]

Level: Clr 3, Evil 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*, and it can imprison a nonevil called creature.

Magic Circle against Law

Abjuration [Chaotic]

Level: Chaos 3, Clr 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from law* instead of *protection from evil*, and it can imprison a nonchaotic called creature.

Magic Fang

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Magic fang gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.)

Magic fang can be made permanent with a *permanency* spell.

Magic Fang, Greater

Transmutation

Level: Drd 3, Rgr 3

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level

This spell functions like *magic fang*, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5).

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

Greater magic fang can be made permanent with a *permanency* spell.

Magic Jar

Necromancy

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level or until you return to your body

Saving Throw: Will negates; see text

Spell Resistance: Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions

of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or at the host's location.

Focus: A gem or crystal worth at least 100 gp.

Magic Missile

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Magic Mouth

Illusion (Glamer)

Level: Brd 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue,

the mouth of the statue would move and appear to speak. Of course, *magic mouth* can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a *magic mouth* to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Magic mouth can be made permanent with a *permanency* spell.

Material Component: A small bit of honeycomb and jade dust worth 10 gp.

Magic Stone

Transmutation

Level: Clr 1, Drd 1, Earth 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: Up to three pebbles touched

Duration: 30 minutes or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals $1d6+1$ points of damage (including the spell's enhancement bonus), or $2d6+2$ points against undead.

Magic Vestment

Transmutation

Level: Clr 3, Strength 3, War 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Armor or shield touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level).

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Magic Weapon

Transmutation

Level: Clr 1, Pal 1, Sor/Wiz 1, War 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Magic Weapon, Greater

Transmutation

Level: Clr 4, Pal 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell functions like *magic weapon*, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5).

Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

Arcane Material Component: Powdered lime and carbon.

Major Creation

Conjuration (Creation)

Level: Sor/Wiz 5

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Duration: See text

This spell functions like *minor creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals	20 min./level
Gems	10 min./level
Rare metal ¹	1 round/level

¹ Includes adamantine, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

Major Image

Illusion (Figment)

Level: Brd 3, Sor/Wiz 3

Duration: Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Make Whole

Transmutation

Level: Clr 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object of up to 10 cu. ft./ level

This spell functions like *mending*, except that *make whole* completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staffs, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

Mark of Justice

Necromancy

Level: Clr 5, Pal 4

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: Yes

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark.

When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *bestow curse*.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of justice* caster level. These restrictions apply regardless of whether the mark has activated.

Mass (Spell Name)

Any spell whose name begins with *mass* is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a *mass* spell appears near the description of the spell on which it is based. Spell chains that have *mass* spells in them include those based on the spells *bear's endurance*, *bull's strength*, *cat's grace*, *charm monster*, *cure critical wounds*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *eagle's splendor*, *enlarge person*, *fox's cunning*, *heal*, *hold monster*, *hold person*, *inflict critical wounds*, *inflict light wounds*, *inflict moderate wounds*, *inflict serious wounds*, *invisibility*, *owl's wisdom*, *reduce person*, and *suggestion*.

Maze

Conjuration (Teleportation)

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20

Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Meld into Stone

Transmutation [Earth]

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying: *Stone to flesh* expels you and deals you 5d6 points of damage. *Stone shape* deals you 3d6 points of damage but does not expel you. *Transmute rock to mud* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, *passwall* expels you without damage.

Mending

Transmutation

Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb.

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures (including constructs).

Message

Transmutation [Language-Dependent]

Level: Brd 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Focus: A short piece of copper wire.

Meteor Swarm

Evocation [Fire]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Four 40-ft.-radius spreads; see text

Duration: Instantaneous

Saving Throw: None or Reflex half; see text

Spell Resistance: Yes

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any

creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.)

Mind Blank

Abjuration

Level: Protection 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mind Fog

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 30 minutes and 2d6 rounds; see text

Saving Throw: Will negates

Spell Resistance: Yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a -10 competence penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind). A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round. The fog is thin and does not significantly hamper vision.

Minor Creation

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

Material Component: A tiny piece of matter of the same sort of item you plan to create with *minor creation*.

Minor Image

Illusion (Figment)

Level: Brd 2, Sor/Wiz 2

Duration: Concentration +2 rounds

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

Miracle

Evocation

Level: Clr 9, Luck 9

Components: V, S, XP; see text

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

You don't so much cast a *miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A *miracle* can do any of the following things.

- Duplicate any cleric spell of 8th level or lower (including spells to which you have access because of your domains).
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.
- Have any effect whose power level is in line with the above effects.

If the *miracle* has any of the above effects, casting it has no experience point cost.

Alternatively, a cleric can make a very powerful request. Casting such a *miracle* costs the cleric 5,000 XP because of the powerful divine energies involved. Examples of especially powerful *miracles* of this sort could include the following.

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a *miracle* duplicates a spell that has an XP cost, you must pay that cost. When a *miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

XP Cost: 5,000 XP (for some uses of the *miracle* spell; see above).

Mirage Arcana

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Area: One 20-ft. cube/level (S)

Duration: Concentration +1 hour/ level (D)

This spell functions like *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Mirror Image

Illusion (Figment)

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min./level (D)

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and

through a *mirror image*. When you and the *mirror image* separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is $10 + \text{your size modifier} + \text{your Dex modifier}$. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a *fireball*).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

Misdirection

Illusion (Glamor)

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object, up to a 10-ft. cube in size

Duration: 1 hour/level

Saving Throw: None or Will negates; see text

Spell Resistance: No

By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil*, *detect magic*, *discern lies*, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object. (Neither the subject nor the other object gets a saving throw against this effect.) Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (*augury*, *detect thoughts*, *clairaudience/clairvoyance*, and the like).

Mislead

Illusion (Figment, Glamor)

Level: Brd 5, Luck 6, Sor/Wiz 6, Trickery 6

Components: S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target/Effect: You/one illusory double

Duration: 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

You become invisible (as *improved invisibility*, a glamor), and at the same time, an illusory double of you (as *major image*, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The *improved invisibility* lasts for 1 round per level, regardless of concentration.

Mnemonic Enhancer

Transmutation

Level: Wiz 4

Components: V, S, M, F

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

Prepare: You prepare up to three additional levels of spells. A cantrip counts as 1/2 level for this purpose. You prepare and cast these spells normally.

Retain: You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the *mnemonic enhancer*. This restores the previously cast spell to your mind.

In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

Material Component: A piece of string, and ink consisting of squid secretion with black dragon's blood.

Focus: An ivory plaque of at least 50 gp value.

Modify Memory

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4

Components: V, S

Casting Time: 1 round; see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddled by too much wine.

Moment of Prescience

Divination

Level: Luck 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flatfooted). Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the *moment of prescience* before you make the roll it is to modify. Once used, the spell ends.

You can't have more than one *moment of prescience* active on you at the same time.

Mount

Conjuration (Summoning)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One mount

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Material Component: A bit of horse hair.

Move Earth

Transmutation [Earth]

Level: Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: See text

Range: Long (400 ft. + 40 ft./level)

Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

Material Component: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

Neutralize Poison

Conjuration (Healing)

Level: Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with *delay poison*, such effects aren't postponed until after the duration —the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Arcane Material Component: A bit of charcoal.

Nightmare

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate. The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthands (you have met the subject)	+0
Familiar (you know the subject well)	-5

1 You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

Dispel evil cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be stunned for 10 minutes per caster level of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

Nondetection

Abjuration

Level: Rgr 4, Sor/Wiz 3, Trickery 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detect* spells. *Nondetection* also prevents location by such magic items as *crystal balls*. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection*. If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Material Component: A pinch of diamond dust worth 50 gp.

Obscure Object

Abjuration

Level: Brd 1, Clr 3, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: One object touched of up to 100 lb./level

Duration: 8 hours (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell hides an object from location by divination (scrying) effects, such as the *scrying* spell or a *crystal ball*. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Arcane Material Component: A piece of chameleon skin.

Obscuring Mist

Conjuration (Creation)

Level: Air 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Open/Close

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Object weighing up to 30 lb. or portal that can be opened or closed

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Focus: A brass key.

Order's Wrath

Evocation [Lawful]

Level: Law 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Nonlawful creatures within a burst that fills a 30-ft. cube

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

Overland Flight

Transmutation

Level: Sor/Wiz 5

Components: V, S

Range: Personal

Target: You

Duration: 1 hour/level

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with average maneuverability. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an eight-hour period of flight (or 48 miles at a speed of 30 feet).

Owl's Wisdom

Transmutation

Level: Clr 2, Drd 2, Pal 2, Rgr 2, Sor/Wiz 2**Components:** V, S, M/DF**Casting Time:** 1 standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 min./level**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) who receive *owl's wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

Owl's Wisdom, Mass

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 6**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *owl's wisdom*, except that it affects multiple creatures.

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SPELLS (P-R)

Passwall

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Material Component: A pinch of sesame seeds.

Pass without Trace

Transmutation

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature/level touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

Permanency

Universal

Level: Sor/Wiz 5

Components: V, S, XP

Casting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: No

This spell makes certain other spells permanent.

Depending on the spell, you must be of a minimum caster level and must expend a number of XP.

You can make the following spells permanent in regard to yourself.

Spell	Caster Level	XP Cost
<i>Arcane sight</i>	11th	1,500 XP
<i>Comprehend languages</i>	9th	500 XP
<i>Darkvision</i>	10th	1,000 XP
<i>Detect magic</i>	9th	500 XP
<i>Read magic</i>	9th	500 XP
<i>See invisibility</i>	10th	1,000 XP
<i>Tongues</i>	11th	1,500 XP

You cast the desired spell and then follow it with the *permanency* spell. You cannot cast these spells on other creatures. This

application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell. In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

Minimum Caster Level	XP Cost
<i>Enlarge person</i>	9th 500 XP
<i>Magic fang</i>	9th 500 XP
<i>Magic fang, greater</i>	11th 1,500 XP
<i>Reduce person</i>	9th 500 XP
<i>Resistance</i>	9th 500 XP
<i>Telepathic bond¹</i>	13th 2,500 XP

1 Only bonds two creatures per casting of *permanency*.

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

Minimum Caster Level	XP Cost
<i>Alarm</i>	9th 500 XP
<i>Animate objects</i>	14th 3,000 XP
<i>Dancing lights</i>	9th 500 XP
<i>Ghost sound</i>	9th 500 XP
<i>Gust of wind</i>	11th 1,500 XP
<i>Invisibility</i>	10th 1,000 XP
<i>Mage's private sanctum</i>	13th 2,500 XP
<i>Magic mouth</i>	10th 1,000 XP
<i>Phase door</i>	15th 3,500 XP
<i>Prismatic sphere</i>	17th 4,500 XP
<i>Prismatic wall</i>	16th 4,000 XP
<i>Shrink item</i>	11th 1,500 XP
<i>Solid fog</i>	12th 2,000 XP
<i>Stinking cloud</i>	11th 1,500 XP
<i>Symbol of death</i>	16th 4,000 XP
<i>Symbol of fear</i>	14th 3,000 XP
<i>Symbol of insanity</i>	16th 4,000 XP
<i>Symbol of pain</i>	13th 2,500 XP
<i>Symbol of persuasion</i>	14th 3,000 XP
<i>Symbol of sleep</i>	16th 4,000 XP
<i>Symbol of stunning</i>	15th 3,500 XP
<i>Symbol of weakness</i>	15th 3,500 XP
<i>Teleportation circle</i>	17th 4,500 XP
<i>Wall of fire</i>	12th 2,000 XP
<i>Wall of force</i>	13th 2,500 XP
<i>Web</i>	10th 1,000 XP

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

XP Cost: See tables above.

Permanent Image

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Material Component: A bit of fleece plus powdered jade worth 100 gp.

Persistent Image

Illusion (Figment)

Level: Brd 5, Sor/Wiz 5

Duration: 1 min./level (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Material Component: A bit of fleece and several grains of sand.

Phantasmal Killer

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text

Spell Resistance: Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Phantom Steed

Conjuration (Creation)

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a Large, quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can use *water walk* at will (as the spell, no action required to activate this ability).

12th Level: The mount can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

14th Level: The mount can fly at its speed (average maneuverability).

Phantom Trap

Illusion (Glamor)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is “sprung”; its primary purpose is to frighten away thieves or make them waste precious time. If another *phantom trap* is active within 50 feet when the spell is cast, the casting fails.

Material Component: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare.

Phase Door

Conjuration (Creation)

Level: Sor/Wiz 7, Trav 8

Components: V

Casting Time: 1 standard action

Range: 0 ft.

Effect: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels

Duration: One usage per two levels

Saving Throw: None

Spell Resistance: No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *phase door* and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* or similar magic reveals the presence of a *phase door* but does not allow its use.

A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

You can allow other creatures to use the *phase door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature’s name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don’t qualify.

Phase door can be made permanent with a *permanency* spell.

Planar Ally

Conjuration (Calling) [see text for *lesser planar ally*]

Level: Clr 6

Effect: One or two called elementals or outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear

This spell functions like *lesser planar ally*, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12. The creatures agree to help you and request your return payment together.

XP Cost: 250 XP.

Planar Ally, Greater

Conjuration (Calling) [see text for *lesser planar ally*]

Level: Clr 8

Effect: Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar ally*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.

XP Cost: 500 XP.

Planar Ally, Lesser

Conjuration (Calling) [see text]

Level: Clr 4

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One called elemental or outsider of 6 HD or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you request your deity to send you an elemental or outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services.

The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

XP Cost: 100 XP.

Planar Binding

Conjuration (Calling) [see text for *lesser planar binding*]

Level: Sor/Wiz 6

Components: V, S

Targets: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

Planar Binding, Greater

Conjuration (Calling) [see text for *lesser planar binding*]

Level: Sor/Wiz 8

Components: V, S

Targets: Up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar binding*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Planar Binding, Lesser

Conjuration (Calling) [see text]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels); see text

Target: One elemental or outsider with 6 HD or less

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No and Yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its

freedom.

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap with by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Cha modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle against evil*) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Plane Shift

Conjuration (Teleportation)

Level: Clr 5, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: *Plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Focus: A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures.

Plant Growth

Transmutation

Level: Drd 3, Plant 3, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Plant growth has different effects depending on the version chosen.

Overgrowth: This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within long range (400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100-foot-radius circle, a 150-foot-radius semicircle, or a 200-foot-radius quarter circle.

You may designate places within the area that are not affected.

Enrichment: This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

Plant growth counters *diminish plants*.

This spell has no effect on plant creatures.

Poison

Necromancy

Level: Clr 4, Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

Polar Ray

Evocation [Cold]

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

Focus: A small, white ceramic cone or prism.

Polymorph

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *alter self*, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. You can't cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a creature with the shapeshifter subtype can revert to its natural form as a standard action.

Material Component: An empty cocoon.

Polymorph Any Object

Transmutation

Level: Sor/Wiz 8, Trickery 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature, or one nonmagical object of up to 100 cu. ft./level

Duration: See text

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes (object)

This spell functions like *polymorph*, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines.

Changed Subject Is:	Increase to Duration Factor¹
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

1 Add all that apply. Look up the total on the next table.

Duration		
Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to manticore
6	2 days	Sheep to wool coat
7	1 week	Shrew to manticore
9+	Permanent	Manticore to shrew

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantine. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell can also be used to duplicate the effects of *baleful polymorph*, *polymorph*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mud*.

Arcane Material Component: Mercury, gum arabic, and smoke.

Power Word Blind

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7, War 7

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with 200 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by *power word blind*.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

Power Word Kill

Enchantment (Compulsion) [Death, Mind-Affecting]

Level: Sor/Wiz 9, War 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by *power word kill*.

Power Word Stun

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8, War 8

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with 150 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word stun*.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

Prayer

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 40 ft.

Area: All allies and foes within a 40-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls.

Prestidigitation

Universal

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Prismatic Sphere

Abjuration

Level: Protection 9, Sor/Wiz 9, Sun 9

Components: V

Range: 10 ft.

Effect: 10-ft.-radius sphere centered on you

This spell functions like *prismatic wall*, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's *blindness* effect on creatures with less than 8 HD lasts 2d4x10 minutes.

You can pass into and out of the *prismatic sphere* and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a *prismatic wall*.

Prismatic sphere can be made permanent with a *permanency* spell.

Prismatic Spray

Evocation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 points of Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8		Struck by two rays; roll twice more, ignoring any "8" results.

Prismatic Wall

Abjuration

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall 4 ft./level wide, 2 ft./level high

Duration: 10 min./level (D)

Saving Throw: See text

Spell Resistance: See text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys a *prismatic wall*, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispel magic* cannot dispel the wall or anything beyond it. Spell resistance is effective against a *prismatic wall*, but the caster level check must be repeated for each color present.

Prismatic wall can be made permanent with a *permanency* spell.

Color	Order	Effect of Color	Negated By
Red	1st	Stops nonmagical ranged weapons. Deals 20 points of fire damage (Reflex half).	<i>Cone of cold</i>
Orange	2nd	Stops magical ranged weapons. Deals 40 points of acid damage (Reflex half).	<i>Gust of wind</i>
Yellow	3rd	Stops poisons, gases, and petrification. Deals 80 points of electricity damage (Reflex half).	<i>Disintegrate</i>
Green	4th	Stops breath weapons. Poison (Kills; Fortitude partial for 1d6 points of Con damage instead).	<i>Passwall</i>
Blue	5th	Stops divination and mental attacks. Turned to stone (Fortitude negates).	<i>Magic missile</i>
Indigo	6th	Stops all spells. Will save or become insane (as <i>insanity</i> spell).	<i>Daylight</i>
Violet	7th	Energy field destroys all objects and effects. ¹ Creatures sent to another plane (Will negates).	<i>Dispel magic</i>

¹ The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

Produce Flame

Evocation [Fire]

Level: Drd 1, Fire 2

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Flame in your palm

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to $1d6 + 1$ point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Programmed Image

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Effect: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent until triggered, then 1 round/level

This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See *magic mouth* for more details about such triggers.)

Material Component: A bit of fleece and jade dust worth 25 gp.

Project Image

Illusion (Shadow)

Level: Brd 6, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One shadow duplicate

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save.

You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

Material Component: A small replica of you (a doll), which costs 5 gp to create.

Protection from Arrows

Abjuration

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. (This spell doesn't grant you the ability to damage creatures with similar damage reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Focus: A piece of shell from a tortoise or a turtle.

Protection from Chaos

Abjuration [Lawful]

Level: Clr 1, Law 1, Pal 1, Sor/Wiz 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned creatures cannot touch the subject.

Protection from Energy

Abjuration

Level: Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Note: *Protection from energy* overlaps (and does not stack with) *resist energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

Protection from Evil

Abjuration [Good]

Level: Clr 1, Good 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from evil* effect. If the *protection from evil* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Arcane Material Component: A little powdered silver with which you trace a 3-foot -diameter circle on the floor (or ground) around the creature to be warded.

Protection from Good

Abjuration [Evil]

Level: Clr 1, Evil 1, Sor/Wiz 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from good creatures, and good summoned creatures cannot touch the subject.

Protection from Law

Abjuration [Chaotic]

Level: Chaos 1, Clr 1, Sor/Wiz 1

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned creatures cannot touch the subject.

Protection from Spells

Abjuration

Level: Magic 8, Sor/Wiz 8

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Targets: Up to one creature touched per four levels

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Material Component: A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

Focus: One 1,000 gp diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

Prying Eyes

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: One mile

Effect: Ten or more levitating eyes

Duration: 1 hour/level; see text (D)

Saving Throw: None

Spell Resistance: No

You create a number of semitangible, visible magical orbs (called “eyes”) equal to $1d4 + \text{your caster level}$. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they’re small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won’t know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Material Component: A handful of crystal marbles.

Prying Eyes, Greater

Divination

Level: Sor/Wiz 8

This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had *true seeing* with a range of 120 feet. Thus, they can navigate darkened areas at full normal speed. Also, a *greater prying eye*’s maximum Spot modifier is +25 instead of +15.

Purify Food and Drink

Transmutation

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions. Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Pyrotechnics

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One fire source, up to a 20-ft. cube

Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

Saving Throw: Will negates or Fortitude negates; see text

Spell Resistance: Yes or No; see text

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

Material Component: The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Quench

Transmutation

Level: Drd 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area or Target: One 20-ft. cube/level (S) or one fire-based magic item

Duration: Instantaneous

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each elemental (fire) creature within the area of a *quench* spell takes 1d6 points of damage per caster level (maximum 15d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame. The item loses all its fire-based magical abilities for 1d4 hours unless it succeeds on a Will save. (Artifacts are immune to this effect.)

Rage

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration: Concentration + 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2

penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Rainbow Pattern

Illusion (Pattern) [Mind-Affecting]

Level: Brd 4, Sor/Wiz 4

Components: V (Brd only), S, M, F; see text

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights with a 20-ft.-radius spread

Duration: Concentration +1 round/ level (D)

Saving Throw: Will negates

Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. *Rainbow pattern* fascinates a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its saves is fascinated by the pattern.

With a simple gesture (a free action), you can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect.

Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each fascinated creature gets a second save. If the view of the lights is completely blocked creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A piece of phosphor.

Focus: A crystal prism.

Raise Dead

Conjuration (Healing)

Level: Clr 5

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1.

Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Material Component: Diamonds worth a total of least 5,000 gp.

Ray of Enfeeblement

Necromancy

Level: Sor/Wiz 1

Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1.

Ray of Exhaustion
Necromancy
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 min./level
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target. The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted. This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

Ray of Frost
Evocation [Cold]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic
Divination
Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

By means of *read magic*, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check, a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a *permanency* spell.

Focus: A clear crystal or mineral prism.

Reduce Animal

Transmutation

Level: Drd 2, Rgr 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One willing animal of Small, Medium, Large, or Huge size

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like *reduce person*, except that it affects a single willing animal. Reduce the damage dealt by the animal's natural attacks as appropriate for its new size.

Reduce Person

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any *reduced* item that leaves the *reduced* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack.

Reduce person counters and dispels *enlarge person*.

Reduce person can be made permanent with a *permanency* spell.

Material Component: A pinch of powdered iron.

Reduce Person, Mass

Transmutation

Level: Sor/Wiz 4

Target: One humanoid creature/level, no two of which can be more than 30 ft. apart

This spell functions like *reduce person*, except that it affects multiple creatures.

Refuge

Conjuration (Teleportation)

Level: Clr 7, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

You create powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item,

the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the *refuge* spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Material Component: The specially prepared object, whose construction requires gems worth 1,500 gp.

Regenerate

Conjuration (Healing)

Level: Clr 7, Drd 9, Healing 7

Components: V, S, DF

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage +1 point per caster level (maximum +35), rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Reincarnate

Transmutation

Level: Drd 4

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject's level (or Hit Dice) is reduced by 1. If the subject was 1st level, its new Constitution score is reduced by 2. (If this reduction would put its Con at 0 or lower, it can't be reincarnated). This level/HD loss or Constitution loss cannot be repaired by any means.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the following table. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell.

Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2

02–13	Dwarf	+0	+0	+2
14–25	Elf	+0	+2	-2
26	Gnoll	+4	+0	+2
27–38	Gnome	-2	+0	+2
39–42	Goblin	-2	+2	+0
43–52	Half-elf	+0	+0	+0
53–62	Half-orc	+2	+0	+0
63–74	Halfling	-2	+2	+0
75–89	Human	+0	+0	+0
90–93	Kobold	-4	+2	-2
94	Lizardfolk	+2	+0	+2
95–98	Orc	+4	+0	+0
99	Troglodyte	+0	-2	+4
100	Other	?	?	?

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form. A *wish* or a *miracle* spell can restore a reincarnated character to his or her original form.

Material Component: Rare oils and unguents worth a total of least 1,000 gp, spread over the remains.

Remove Blindness/Deafness

Conjuration (Healing)

Level: Clr 3, Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels *blindness/deafness*.

Remove Curse

Abjuration

Level: Brd 3, Clr 3, Pal 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove curse instantaneously removes all curses on an object or a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove curse counters and dispels *bestow curse*.

Remove Disease

Conjuration (Healing)

Level: Clr 3, Drd 3, Rgr 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Fear

Abjuration

Level: Brd 1, Clr 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You instill courage in the subject, granting it a +4 morale bonus against *fear* effects for 10 minutes. If the subject is under the influence of a *fear* effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels *cause fear*.

Remove Paralysis

Conjuration (Healing)

Level: Clr 2, Pal 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to four creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a *slow* spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or drain.

Repel Metal or Stone

Abjuration [Earth]

Level: Drd 8

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line from you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Like *repel wood*, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Repel Vermin

Abjuration

Level: Brd 4, Clr 4, Drd 4, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the barrier. A vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Repel Wood

Transmutation

Level: Drd 6, Plant 6

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line-shaped emanation from you

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round. Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

Repulsion

Abjuration

Level: Clr 7, Protection 7, Sor/Wiz 6

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Up to 10 ft./level

Area: Up to 10-ft.-radius/level emanation centered on you

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Arcane Focus: A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array worth 50 gp.

Resilient Sphere

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around a creature

Duration: 1 min./level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *disintegrate* spell, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Material Component: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

Resistance

Abjuration

Level: Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a *permanency* spell.

Arcane Material Component: A miniature cloak.

Resist Energy

Abjuration

Level: Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Note: *Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

Restoration

Conjuration (Healing)

Level: Clr 4, Pal 4

Components: V, S, M

This spell functions like *lesser restoration*, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by *restoration* has exactly the minimum number of experience points necessary to restore him or her to his or her previous level.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Restoration does not restore levels or Constitution points lost due to death.

Material Component: Diamond dust worth 100 gp that is sprinkled over the target.

Restoration, Greater

Conjuration (Healing)

Level: Clr 7

Components: V, S, XP

Casting Time: 10 minutes

This spell functions like *lesser restoration*, except that it dispels all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.

Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects. *Greater restoration* does not restore levels or Constitution points lost due to death.

XP Cost: 500 XP.

Restoration, Lesser

Conjuration (Healing)

Level: Clr 2, Drd 2, Pal 1

Components: V, S

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Resurrection

Conjuration (Healing)

Level: Clr 7

Casting Time: 10 minutes

This spell functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level, or 2 points of Constitution if the subject was 1st level. (If this reduction would bring its Con to 0 or lower, it can't be resurrected). This level loss or Constitution loss cannot be repaired by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

Reverse Gravity

Transmutation

Level: Drd 8, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to one 10-ft. cube per two levels (S)

Duration: 1 round/level (D)

Saving Throw: None; see text

Spell Resistance: No

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Arcane Material Component: A lodestone and iron filings.

Righteous Might

Transmutation

Level: Clr 5, Strength 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +8 size bonus to Strength and a +4 size bonus to Constitution. You gain a +4 enhancement bonus to your natural armor. You gain damage reduction 5/evil (if you normally channel positive energy) or damage reduction 5/good (if you normally channel negative energy). At 12th level this damage reduction becomes 10/evil or 10/good, and at 15th level it becomes 15/evil or 15/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size. If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack.

Rope Trick

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One touched piece of rope from 5 ft. to 30 ft. long

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by- 5-foot window were centered on the rope. The window is present on the Material Plane, but it's invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Note: It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.

Material Component: Powdered corn extract and a twisted loop of parchment.

Rusting Grasp

Transmutation

Level: Drd 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

Duration: See text

Saving Throw: None

Spell Resistance: No

Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ *rusting grasp* in combat with a successful melee touch attack. *Rusting grasp* used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed.

Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous creature, *rusting grasp* instantaneously deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

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SPELLS (S)

Sanctuary

Abjuration

Level: Clr 1, Protection 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Scare

Necromancy [Fear, Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature per three levels, no two of which can be more than 30 ft. apart

Duration: 1 round/level or 1 round; see text for *cause fear*

Saving Throw: Will partial

Spell Resistance: Yes

This spell functions like *cause fear*, except that it causes all targeted creatures of less than 6 HD to become frightened.

Material Component: A bit of bone from an undead skeleton, zombie, ghoul, ghast, or mummy.

Scintillating Pattern

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Colorful lights in a 20-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: Yes

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its Hit Dice.

6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then *confused* for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)

7 to 12: Stunned for 1d4 rounds, then *confused* for 1d4 rounds.

13 or more: *Confused* for 1d4 rounds.

Sightless creatures are not affected by *scintillating pattern*.

Material Component: A small crystal prism.

Scorching Ray

Evocation [Fire]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more rays

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage.

The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

Screen

Illusion (Glamor)

Level: Sor/Wiz 8, Trickery 7

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Area: 30-ft. cube/level (S)

Duration: 24 hours

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Scrying

Divination (Scrying)

Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4

Components: V, S, M/DF, F

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

¹ You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*,

detect law, detect magic, and message.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Arcane Material Component: The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Cleric Focus: A holy water font costing not less than 100 gp.

Druid Focus: A natural pool of water.

Scrying, Greater

Divination (Scrying)

Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Duration: 1 hour/level

This spell functions like *scrying*, except as noted above. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

Sculpt Sound

Transmutation

Level: Brd 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature or object/level, no two of which can be more than 30 ft. apart

Duration: 1 hour/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

Searing Light

Evocation

Level: Clr 3, Sun 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

Secret Chest

Conjuration (Summoning)

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 10 minutes

Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level

Duration: Sixty days or until discharged

Saving Throw: None

Spell Resistance: No

You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) You can have but one pair of these chests at any given time—even a *wish* spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

Focus: The chest and its replica.

Secret Page

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Page touched, up to 3 sq. ft. in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Secret page alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. *Explosive runes* or *sepia snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal a *secret page*'s contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its *secret page* form at will. You can also remove the spell by double repetition of the special word. A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

Material Component: Powdered herring scales and will-o'-wisp essence.

Secure Shelter

Conjuration (Creation)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M, F; see text

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-square structure

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being *arcane locked* and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter.

The *secure shelter* contains rude furnishings —eight bunks, a trestle table, eight stools, and a writing desk.

Material Component: A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *unseen servant* spell (string and a bit of wood) if this benefit is to be included.

Focus: The focus of the *alarm* spell (silver wire and a tiny bell) if this benefit is to be included.

See Invisibility

Divination

Level: Brd 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a *permanency* spell.

Material Component: A pinch of talc and a small sprinkling of powdered silver.

Seeming

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature per two levels, no two of which can be more than 30 ft. apart

Duration: 12 hours (D)

Saving Throw: Will negates or Will disbelief (if interacted with)

Spell Resistance: Yes or No; see text

This spell functions like *disguise self*, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

Sending

Evocation

Level: Clr 4, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round; see text

Saving Throw: None

Spell Resistance: No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the *sending*, though the subject's ability to react is limited as normal by its Intelligence score. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *sending* does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Arcane Material Component: A short piece of fine copper wire.

Sepia Snake Sigil

Conjuration (Creation) [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; until released or 1d4 days + one day/level; see text

Saving Throw: Reflex negates

Spell Resistance: No

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the *sepia snake* springs into being and strikes the reader, provided there is line of effect between the symbol and the reader. Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the *sepia snake* dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed. While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical.

A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as *secret page*.

Material Component: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Sequester

Abjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One willing creature or object (up to a 2-ft. cube/level) touched

Duration: One day/level (D)

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected creature or object invisible to any form of sight or seeing (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents an attended or magical object from being *sequestered*. There is no save to see the *sequestered* creature or object or to detect it with a divination spell.

Material Component: A basilisk eyelash, gum arabic, and a dram of whitewash.

Shades

Illusion (Shadow)

Level: Sor/Wiz 9

This spell functions like *shadow conjuration*, except that it mimics sorcerer and wizard conjuration spells of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

Shadow Conjuration

Illusion (Shadow)

Level: Brd 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies; see text

Spell Resistance: Yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjuration* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower. *Shadow conjurations* are actually one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjurations* to be real are affected by them at full strength.

Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature. Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow conjuration*'s level (4th) rather than the spell's normal level. In addition, any effect created by *shadow conjuration* allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them.

Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-fifth as large.

A creature that succeeds on its save sees the *shadow conjurations* as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their Will saves against this spell.

Shadow Conjunction, Greater

Illusion (Shadow)

Level: Sor/Wiz 7

This spell functions like *shadow conjuration*, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower. The illusory conjurations created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

Shadow Evocation

Illusion (Shadow)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. (For a spell with more than one level, use the best one applicable to you.)

Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a *shadow evocation*, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *shadow evocation*'s level (5th) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

Shadow Evocation, Greater

Illusion (Shadow)

Level: Sor/Wiz 8

This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower. If recognized as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) damage.

Shadow Walk

Illusion (Shadow)

Level: Brd 5, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Up to one touched creature/ level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

To use the *shadow walk* spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10x100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10x1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Shambler

Conjuration (Creation)

Level: Drd 9, Plant 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text

Duration: Seven days or seven months (D); see text

Saving Throw: None

Spell Resistance: No

The *shambler* spell creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

Shapechange

Transmutation

Level: Animal 9, Drd 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

This spell functions like *polymorph*, except that it enables you to assume the form of any single nonunique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than your caster level in Hit Dice (to a maximum of 25

HD). Unlike *polymorph*, this spell allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own

supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you.

Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Focus: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

Shatter

Evocation [Sonic]

Level: Brd 2, Chaos 2, Clr 2, Destruction 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area or Target: 5-ft.-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or Fortitude half; see text

Spell Resistance: Yes (object)

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Arcane Material Component: A chip of mica.

Shield

Abjuration [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates *magic missile* attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The *shield* has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can't use the *shield* spell for cover.

Shield of Faith

Abjuration

Level: Clr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

Shield of Law

Abjuration [Lawful]

Level: Clr 8, Law 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and *slowing* chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from chaos*, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from chaos* does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is *slowed* (Will save negates, as the *slow* spell, but against *shield of law*'s save DC).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

Shield Other

Abjuration

Level: Clr 2, Pal 2, Protection 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

Shillelagh

Transmutation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One touched nonmagical oak club or quarterstaff

Duration: 1 min./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. (A quarterstaff gains this enhancement for both ends of the weapon.) It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Shocking Grasp

Evocation [Electricity]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Shout

Evocation [Sonic]

Level: Brd 4, Sor/Wiz 4

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex negates (object); see text

Spell Resistance: Yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save.

A *shout* spell cannot penetrate a *silence* spell.

Shout, Greater

Evocation [Sonic]

Level: Brd 6, Sor/Wiz 8

Components: V, S, F

Range: 60 ft.

Saving Throw: Fortitude partial or Reflex negates (object); see text

This spell functions like *shout*, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

Arcane Focus: A small metal or ivory horn.

Shrink Item

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One touched object of up to 2 cu. ft./level

Duration: One day/level; see text

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original

caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink item can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

Silence

Illusion (Glamer)

Level: Brd 2, Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 min./level (D)

Saving Throw: Will negates; see text or none (object)

Spell Resistance: Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Silent Image

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Focus: A bit of fleece.

Simulacrum

Illusion (Shadow)

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 12 hours

Range: 0 ft.

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only one-half of the real creature's levels or Hit Dice (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You can't create a simulacrum of a creature whose Hit Dice or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Spot check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

At all times the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

Material Component: The spell is cast over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. Additionally, the spell requires powdered ruby worth 100 gp per HD of the simulacrum to be created.

XP Cost: 100 XP per HD of the simulacrum to be created (minimum 1,000 XP).

Slay Living

Necromancy [Death]

Level: Clr 5, Death 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds, it instead takes 3d6 points of damage +1 point per caster level.

Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: One or more living creatures within a 10-ft.-radius burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

A *Sleep* spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

Material Component: A pinch of fine sand, rose petals, or a live cricket.

Sleet Storm

Conjuration (Creation) [Cold]

Level: Drd 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details).

The sleet extinguishes torches and small fires.

Arcane Material Component: A pinch of dust and a few drops of water.

Slow

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

An affected creature moves and attacks at a drastically slowed rate. A *slowed* creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.

Material Component: A drop of molasses.

Snare

Transmutation

Level: Rgr 2, Drd 3

Components: V, S, DF

Casting Time: 3 rounds

Range: Touch

Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level

Duration: Until triggered or broken

Saving Throw: None

Spell Resistance: No

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (Search DC 23 for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Soften Earth and Stone

Transmutation [Earth]

Level: Drd 2, Earth 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. square/level; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While *soften earth and stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Solid Fog

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Duration: 1 min./level

Spell Resistance: No

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *solid fog* is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in *solid fog*.

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a *permanency* spell. A permanent *solid fog* dispersed by wind reforms in 10 minutes.

Material Component: A pinch of dried, powdered peas combined with powdered animal hoof.

Song of Discord

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Creatures within a 20-ft.-radius spread

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Soul Bind

Necromancy

Level: Clr 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A black sapphire of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Sound Burst

Evocation [Sonic]

Level: Brd 2, Clr 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round.

Creatures that cannot hear are not stunned but are still damaged.

Arcane Focus: A musical instrument.

Speak with Animals

Divination

Level: Brd 3, Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Speak with Dead

Necromancy [Language-Dependent]

Level: Clr 3

Components: V, S, DF

Casting Time: 10 minutes

Range: 10 ft.

Target: One dead creature

Duration: 1 min./level

Saving Throw: Will negates; see text

Spell Resistance: No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to *speak with dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information.

Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

Speak with Plants

Divination

Level: Brd 4, Drd 3, Rgr 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is

friendly toward you, it may do some favor or service for you.

Spectral Hand

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One spectral hand

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the *spectral hand*. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of at least 22. Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Spell Immunity

Abjuration

Level: Clr 4, Protection 4, Strength 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells.

Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. *Spell immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

Spell Immunity, Greater

Abjuration

Level: Clr 8

This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower.

A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

Spell Resistance

Abjuration

Level: Clr 5, Magic 5, Protection 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature gains spell resistance equal to 12 + your caster level.

Spellstaff

Transmutation

Level: Drd 6

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Wooden quarterstaff touched

Duration: Permanent until discharged (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.

Focus: The staff that stores the spell.

Spell Turning

Abjuration

Level: Luck 7, Magic 7, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell turning* also fails to stop touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. The subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created.

Roll randomly to determine the result.

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–	Both of you go through a rift into another plane.
100	

Arcane Material Component: A small silver mirror.

Spider Climb

Transmutation

Level: Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot,

however, use the run action while climbing.

Material Component: A drop of bitumen and a live spider, both of which must be eaten by the subject.

Spike Growth

Transmutation

Level: Drd 3, Rgr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spike growth can't be disabled with the Disable Device skill.

Note: Magic traps such as *spike growth* are hard to detect. A rogue (only) can use the Search skill to find a *spike growth*. The DC is 25 + spell level, or DC 28 for *spike growth* (or DC 27 for *spike growth* cast by a ranger).

Spike Stones

Transmutation [Earth]

Level: Drd 4, Earth 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 20-ft. square/level

Duration: 1 hour/level (D)

Saving Throw: Reflex partial

Spell Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background.

Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spike stones is a magic trap that can't be disabled with the Disable Device skill.

Note: Magic traps such as *spike stones* are hard to detect. A rogue (only) can use the Search skill to find *spike stones*. The DC is 25 + spell level, or DC 29 for *spike stones*.

Spiritual Weapon

Evocation [Force]

Level: Clr 2, War 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic weapon of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 force damage per hit, +1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *spiritual weapon* is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *spiritual weapon*'s AC against touch attacks is 12 (10 + size bonus for Tiny object). If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a *spiritual weapon* of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows.

Chaos: Battleaxe

Evil: Light flail

Good: Warhammer

Law: Longsword,

Statue

Transmutation

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a *statue* spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires, as long as the spell duration is in effect.

Material Component: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

Status

Divination

Level: Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One living creature touched per three levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you need to keep track of comrades who may get separated, *status* allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, *confused*, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Stinking Cloud

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: No

Stinking cloud creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Stinking cloud can be made permanent with a *permanency* spell. A permanent *stinking cloud* dispersed by wind reforms in 10 minutes.

Material Component: A rotten egg or several skunk cabbage leaves.

Stone Shape

Transmutation [Earth]

Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

Stoneskin

Abjuration

Level: Drd 5, Earth 6, Sor/Wiz 4, Strength 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/adamantine. (It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Material Component: Granite and 250 gp worth of diamond dust sprinkled on the target's skin.

Stone Tell

Divination

Level: Drd 6

Components: V, S, DF

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for.

You can speak with natural or worked stone.

Stone to Flesh

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Material Component: A pinch of earth and a drop of blood.

Storm of Vengeance

Conjuration (Summoning)

Level: Drd 9, Clr 9

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4x10 minutes.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the *storm of vengeance*'s save DC + the level of the spell the caster is trying to cast.

Suggestion

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable *suggestion* causes the save to be made with a penalty (such as -1 or -2).

Material Component: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Suggestion, Mass

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 5, Sor/Wiz 6

Range: Medium (100 ft. + 10 ft./level)

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *suggestion*, except that it can affect more creatures. The same *suggestion* applies to all these creatures.

Summon Instrument

Conjuration (Summoning)

Level: Brd 0

Components: V, S

Casting Time: 1 round

Range: 0 ft.

Effect: One summoned handheld musical instrument

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands.

Summon Monster I

Conjuration (Summoning) [see text]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Arcane Focus: A tiny bag and a small (not necessarily lit) candle.

Summon Monster II

Conjuration (Summoning) [see text for *summon monster I*]

Level: Brd 2, Clr 2, Sor/Wiz 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Monster III

Conjuration (Summoning) [see text for *summon monster I*]

Level: Brd 3, Clr 3, Sor/Wiz 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster IV

Conjuration (Summoning) [see text for *summon monster I*]

Level: Brd 4, Clr 4, Sor/Wiz 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster V

Conjuration (Summoning) [see text for *summon monster I*]

Level: Brd 5, Clr 5, Sor/Wiz 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VI

Conjuration (Summoning) [see text for *summon monster I*]

Level: Brd 6, Clr 6, Sor/Wiz 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VII

Conjuration (Summoning) [see text for *summon monster I*]

Level: Clr 7, Sor/Wiz 7

This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VIII

Conjuration (Summoning) [see text for *summon monster I*]

Level: Clr 8, Sor/Wiz 8

This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster IX

Conjuration (Summoning) [see text for *summon monster I*]

Level: Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9

This spell functions like *summon monster I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster

1st Level

Celestial dog

LG

Celestial owl	LG
Celestial giant fire beetle	NG
Celestial porpoise ¹	NG
Celestial badger	CG
Celestial monkey	CG
Fiendish dire rat	LE
Fiendish raven	LE
Fiendish monstrous centipede, Medium	NE
Fiendish monstrous scorpion, Small	NE
Fiendish hawk	CE
Fiendish monstrous spider, Small	CE
Fiendish octopus ¹	CE
Fiendish snake, Small viper	CE
2nd Level	
Celestial giant bee	LG
Celestial giant bombardier beetle	NG
Celestial riding dog	NG
Celestial eagle	CG
Lemure (devil)	LE
Fiendish squid ¹	LE
Fiendish wolf	LE
Fiendish monstrous centipede, Large	NE
Fiendish monstrous scorpion, Medium	NE
Fiendish shark, Medium ¹	NE
Fiendish monstrous spider, Medium	CE
Fiendish snake, Medium viper	CE
3rd Level	
Celestial black bear	LG
Celestial bison	NG
Celestial dire badger	CG
Celestial hippogriff	CG
Elemental, Small (any)	N
Fiendish ape	LE
Fiendish dire weasel	LE
Hell hound	LE
Fiendish snake, constrictor	LE
Fiendish boar	NE
Fiendish dire bat	NE
Fiendish monstrous centipede, Huge	NE
Fiendish crocodile	CE
Dretch (demon)	CE
Fiendish snake, Large viper	CE
Fiendish wolverine	CE
4th Level	
Archon, lantern	LG
Celestial giant owl	LG
Celestial giant eagle	CG
Celestial lion	CG
Mephit (any)	N
Fiendish dire wolf	LE
Fiendish giant wasp	LE
Fiendish giant praying mantis	NE
Fiendish shark, Large ¹	NE
Yeth hound	NE
Fiendish monstrous spider, Large	CE
Fiendish snake, Huge viper	CE

Howler	CE
5th Level	
Archon, hound	LG
Celestial brown bear	LG
Celestial giant stag beetle	NG
Celestial sea cat ¹	NG
Celestial griffon	CG
Elemental, Medium (any)	N
Achaierai	LE
Devil, bearded	LE
Fiendish deinonychus	LE
Fiendish dire ape	LE
Fiendish dire boar	NE
Fiendish shark, Huge	NE
Fiendish monstrous scorpion, Large	NE
Shadow mastiff	NE
Fiendish dire wolverine	CE
Fiendish giant crocodile	CE
Fiendish tiger	CE
6th Level	
Celestial polar bear	LG
Celestial orca whale ¹	NG
Bralani (eladrin)	CG
Celestial dire lion	CG
Elemental, Large (any)	N
Janni (genie)	N
Chaos beast	CN
Devil, chain	LE
Xill	LE
Fiendish monstrous centipede, Gargantuan	NE
Fiendish rhinoceros	NE
Fiendish elasmosaurus ¹	CE
Fiendish monstrous spider, Huge	CE
Fiendish snake, giant constrictor	CE
7th Level	
Celestial elephant	LG
Avoral (guardinal)	NG
Celestial baleen whale ¹	NG
Djinni (genie)	CG
Elemental, Huge (any)	N
Invisible stalker	N
Devil, bone	LE
Fiendish megaraptor	LE
Fiendish monstrous scorpion, Huge	NE
Babau (demon)	CE
Fiendish giant octopus ¹	CE
Fiendish girallon	CE
8th Level	
Celestial dire bear	LG
Celestial cachalot whale ¹	NG
Celestial triceratops	NG
Lillend	CG
Elemental, greater (any)	N
Fiendish giant squid ¹	LE
Hellcat	LE
Fiendish monstrous centipede, Colossal	NE

Fiendish dire tiger	CE
Fiendish monstrous spider, Gargantuan	CE
Fiendish tyrannosaurus	CE
Vrock (demon)	CE
9th Level	
Couatl	LG
Leonal (guardinal)	NG
Celestial roc	CG
Elemental, elder (any)	N
Devil, barbed	LE
Fiendish dire shark ¹	NE
Fiendish monstrous scorpion, Gargantuan	NE
Night hag	NE
Bebilith (demon)	CE
Fiendish monstrous spider, Colossal	CE
Hezrou (demon)	CE

¹ May be summoned only into an aquatic or watery environment.

Summon Nature's Ally I

Conjuration (Summoning)

Level: Drd 1, Rgr 1

Components: V, S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Nature's Ally table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

Summon Nature's Ally II

Conjuration (Summoning)

Level: Drd 2, Rgr 2

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

Summon Nature's Ally III

Conjuration (Summoning) [see text]

Level: Drd 3, Rgr 3

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally IV

Conjuration (Summoning) [see text]

Level: Animal 4, Drd 4, Rgr 4

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures

of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally V

Conjuration (Summoning) [see text]

Level: Drd 5

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally VI

Conjuration (Summoning) [see text]

Level: Drd 6

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally VII

Conjuration (Summoning) [see text]

Level: Drd 7

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally VIII

Conjuration (Summoning) [see text]

Level: Animal 8, Drd 8

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally IX

Conjuration (Summoning) [see text]

Level: Drd 9

Effect: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon nature's ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally

1st Level

Dire rat

Eagle (animal)

Monkey (animal)

Octopus¹ (animal)

Owl (animal)

Porpoise¹ (animal)

Snake, Small viper (animal)
Wolf (animal)
2nd Level
Bear, black (animal)
Crocodile (animal)
Dire badger
Dire bat
Elemental, Small (any)
Hippogriff
Shark, Medium ¹ (animal)
Snake, Medium viper (animal)
Squid ¹ (animal)
Wolverine (animal)
3rd Level
Ape (animal)
Dire weasel
Dire wolf
Eagle, giant [NG]
Lion
Owl, giant [NG]
Satyr [CN; without pipes]
Shark, Large ¹ (animal)
Snake, constrictor (animal)
Snake, Large viper (animal)
Thoqua
4th Level
Arrowhawk, juvenile
Bear, brown (animal)
Crocodile, giant (animal)
Deinonychus (dinosaur)
Dire ape
Dire boar
Dire wolverine
Elemental, Medium (any)
Salamander, flamebrother [NE]
Sea cat ¹
Shark, Huge ¹ (animal)
Snake, Huge viper (animal)
Tiger (animal)
Tojanida, juvenile ¹
Unicorn [CG]
Xorn, minor
5th Level
Arrowhawk, adult
Bear, polar (animal)
Dire lion
Elasmosaurus ¹ (dinosaur)
Elemental, Large (any)
Griffon
Janni (genie)
Rhinoceros (animal)
Satyr [CN; with pipes]
Snake, giant constrictor (animal)
Nixie (sprite)
Tojanida, adult ¹
Whale, orca ¹ (animal)

6th Level

Dire bear
Elemental, Huge (any)
Elephant (animal)
Girallon
Megaraptor (dinosaur)
Octopus, giant¹ (animal)
Pixie* (sprite) [NG; no special arrows]
Salamander, average [NE]
Whale, baleen¹
Xorn, average
*Can't cast *irresistible dance*

7th Level

Arrowhawk, elder
Dire tiger
Elemental, greater (any)
Djinni (genie) [NG]
Invisible stalker
Pixie* (sprite) [NG; with sleep arrows]
Squid, giant¹ (animal)
Triceratops (dinosaur)
Tyrannosaurus (dinosaur)
Whale, cachalot¹ (animal)
Xorn, elder
*Can't cast *irresistible dance*

8th Level

Dire shark¹
Roc
Salamander, noble [NE]
Tojanida, elder

9th Level

Elemental, elder
Grig [NG; with fiddle] (sprite)
Pixie* (sprite) [NG; with sleep and memory loss arrows]
Unicorn, celestial charger
*Can cast *irresistible dance*

1 May be summoned only into an aquatic or watery environment.

Summon Swarm

Conjuration (Summoning)

Level: Brd 2, Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One swarm of bats, rats, or spiders

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: No

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

Arcane Material Component: A square of red cloth.

Sunbeam

Evocation [Light]

Level: Drd 7, Sun 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Line from your hand

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates and Reflex half; see text

Spell Resistance: Yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst

Evocation [Light]

Level: Drd 8, Sor/Wiz 8, Sun 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

Arcane Material Component: A piece of sunstone and a naked flame.

Symbol of Death

Necromancy [Death]

Level: Clr 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* slays one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. Any creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol of death* with a DC 19 Spellcraft check. Of course, if the *symbol of death* is set to be triggered by reading it, this will trigger the symbol.

A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of death*. Destruction of the surface where a *symbol of death* is inscribed destroys the *symbol* but also triggers it.

Symbol of death can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled or that has affected its maximum number of hit points becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as *symbol of death* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of death* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of death*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each.

Symbol of Fear

Necromancy [Fear, Mind-Affecting]

Level: Clr 6, Sor/Wiz 6

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of the *symbol of fear* instead become panicked for 1 round per caster level.

Note: Magic traps such as *symbol of fear* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of fear* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of fear*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Symbol of Insanity

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 8, Sor/Wiz 8

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of insanity* instead become permanently insane (as the *insanity* spell).

Unlike *symbol of death*, *symbol of insanity* has no hit point limit; once triggered, a *symbol of insanity* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of insanity* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of insanity* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of insanity*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Pain

Necromancy [Evil]

Level: Clr 5, Sor/Wiz 5

This spell functions like *symbol of death*, except that each creature within the radius of a *symbol of pain* instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the

creature moves farther than 60 feet from the symbol.

Unlike *symbol of death*, *symbol of pain* has no hit point limit; once triggered, a *symbol of pain* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of pain* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of pain* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Symbol of Persuasion

Enchantment (Charm) [Mind-Affecting]

Level: Clr 6, Sor/Wiz 6

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of persuasion* instead become *charmed* by the caster (as the *charm monster* spell) for 1 hour per caster level.

Unlike *symbol of death*, *symbol of persuasion* has no hit point limit; once triggered, a *symbol of persuasion* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of persuasion* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of persuasion* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of persuasion*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 5, Sor/Wiz 5

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures of 10 HD or less within 60 feet of the *symbol of sleep* instead fall into a catatonic slumber for 3d6x10 minutes. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

Unlike *symbol of death*, *symbol of sleep* has no hit point limit; once triggered, a *symbol of sleep* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of sleep* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of sleep* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of sleep*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Symbol of Stunning

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 7, Sor/Wiz 7

Saving Throw: Will negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of a *symbol of stunning* instead become stunned for 1d6 rounds.

Note: Magic traps such as *symbol of stunning* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of stunning* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of stunning*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Weakness

Necromancy

Level: Clr 7, Sor/Wiz 7

This spell functions like *symbol of death*, except that every creature within 60 feet of a *symbol of weakness* instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike *symbol of death*, *symbol of weakness* has no hit point limit; once triggered, a *symbol of weakness* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of weakness* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of weakness* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of weakness*.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Sympathetic Vibration

Evocation [Sonic]

Level: Brd 6

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: One freestanding structure

Duration: Up to 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell's damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/ level. If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs.

Sympathetic vibration cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.

Focus: A tuning fork.

Sympathy

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

Material Component: 1,500 gp worth of crushed pearls and a drop of honey.

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SPELLS (T-Z)

Telekinesis

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target or Targets: See text

Duration: Concentration (up to 1 round/ level) or instantaneous; see text

Saving Throw: Will negates (object) or None; see text

Spell Resistance: Yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus (for disarm and grapple), you use your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinесed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Telekinetic Sphere

Evocation [Force]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around creatures or objects

Duration: 1 min./level (D)

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

This spell functions like *resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere.

You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere. You can move the sphere telekinetically even if you are in it.

Material Component: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

Telepathic Bond

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.

Material Component: Pieces of eggshell from two different kinds of creatures.

Teleport

Conjuration (Teleportation)

Level: Sor/Wiz 5, Travel 5

Components: V

Casting Time: 1 standard action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level.

Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load.

You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as *scrying*) to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll

1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly

Similar Area: You wind up in an area that's visually or thematically similar to the target area.

Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination (1d20+80)	—	—	81–92	93–100

Teleport Object

Conjuration (Teleportation)

Level: Sor/Wiz 7

Range: Touch

Target: One touched object of up to 50 lb./level and 3 cu. ft./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell functions like *teleport*, except that it teleports an object, not you. Creatures and magical forces cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted *dispel magic* spell cast on that point brings the vanished item back from the Ethereal Plane.

Teleport, Greater

Conjuration (Teleportation)

Level: Sor/Wiz 7, Travel 7

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Teleportation Circle

Conjuration (Teleportation)

Level: Sor/Wiz 9

Components: V, M

Casting Time: 10 minutes

Range: 0 ft.

Effect: 5-ft.-radius circle that teleports those who activate it

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

You create a circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation circle can be made permanent with a *permanency* spell. A permanent *teleportation circle* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as *teleportation circle* are hard to detect and disable. A rogue (only) can use the Search skill to find

the circle and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 in the case of *teleportation circle*.
Material Component: Amber dust to cover the area of the circle (cost 1,000 gp).

Temporal Stasis

Transmutation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

Material Component: A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

Time Stop

Transmutation

Level: Sor/Wiz 9, Trickery 9

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *time stop* have their normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

Tiny Hut

Evocation [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft.

Effect: 20-ft.-radius sphere centered on your location

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired.

Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

Material Component: A small crystal bead that shatters when the spell duration expires or the *hut* is dispelled.

Tongues

Divination

Level: Brd 2, Clr 4, Sor/Wiz 3

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a *permanency* spell.

Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

Touch of Fatigue

Necromancy

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target.

The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Material Component: A drop of sweat.

Touch of Idiocy

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: No

Spell Resistance: Yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Transformation

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You become a virtual fighting machine—stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

Material Component: A potion of bull's strength, which you drink (and whose effects are subsumed by the spell effects).

Transmute Metal to Wood

Transmutation

Level: Drd 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: All metal objects within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (object; see text)

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a -2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Only *limited wish*, *miracle*, *wish*, or similar magic can restore a transmuted object to its metallic state.

Transmute Mud to Rock

Transmutation [Earth]

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: No

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently.

Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud*.

Arcane Material Component: Sand, lime, and water.

Transmute Rock to Mud

Transmutation [Earth]

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the

mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Arcane Material Component: Clay and water.

Transport via Plants

Conjuration (Teleportation)

Level: Drd 6

Components: V, S

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other touched willing creatures

Duration: 1 round

Saving Throw: None

Spell Resistance: No

You can enter any normal plant (Medium or larger) and pass any distance to a plant of the same kind in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance and the *transport via plants* spell moves you as close as possible to the desired location. If a particular destination plant is desired but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. Use the following equivalents to determine the maximum number of larger creatures you can bring along: A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

You can't use this spell to travel through plant creatures.

The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the tree.

Trap the Soul

Conjuration (Summoning)

Level: Sor/Wiz 8

Components: V, S, M, (F); see text

Casting Time: 1 standard action or see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: Yes; see text

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with

the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

Material Component: Before the actual casting of *trap the soul*, you must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Tree Shape

Transmutation

Level: Drd 2, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss *tree shape* as a free action (instead of as a standard action).

Tree Stride

Conjuration (Teleportation)

Level: Drd 5, Rgr 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

True Resurrection

Conjuration (Healing)

Level: Clr 9

Casting Time: 10 minutes

This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even *true resurrection* can't restore to life a creature who has died of old age.

Material Component: A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.

True Seeing

Divination

Level: Clr 5, Drd 7, Knowledge 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with .

Material Component: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

True Strike

Divination

Level: Sor/Wiz 1

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Focus: A small wooden replica of an archery target.

Undeath to Death

Necromancy

Level: Clr 6, Sor/Wiz 6

Components: V, S, M/DF

Area: Several undead creatures within a 40-ft.-radius burst

Saving Throw: Will negates

This spell functions like *circle of death*, except that it destroys undead creatures as noted above.

Material Component: The powder of a crushed diamond worth at least 500 gp.

Undetectable Alignment

Abjuration

Level: Brd 1, Clr 2, Pal 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: 24 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

Unhallow

Evocation [Evil]

Level: Clr 5, Drd 5

Components: V, S, M

Casting Time: 24 hours

Range: Touch

Area: 40-ft. radius emanating from the touched point

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, all turning checks made to turn undead take a -4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Finally, you may choose to fix a single spell effect to the *unhallowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an *unhallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect magic*, *detect good*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel *hallow*.

Material Component: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the *unhallowed* area.

Unholy Aura

Abjuration [Evil]

Level: Clr 8, Evil 8

Components: V, S, F

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warded creature gains spell resistance 25 against good spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from good* does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude negates).

Focus: A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text. The reliquary costs at least 500 gp.

Unholy Blight

Evocation [Evil]

Level: Evil 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous (1d4 rounds); see text

Saving Throw: Will partial

Spell Resistance: Yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by *remove disease* or *heal*, but *remove curse* is effective. The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage in half again (down to one-quarter) with a successful Will save.

Unseen Servant

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One invisible, mindless, shapeless servant

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Material Component: A piece of string and a bit of wood.

Vampiric Touch

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see text

Saving Throw: None

Spell Resistance: Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6).

You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Veil

Illusion (Glamor)

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: Concentration + 1 hour/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamor, but spell resistance doesn't help.

Ventriloquism

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Intelligible sound, usually speech

Duration: 1 min./level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Focus: A parchment rolled up into a small cone.

Virtue

Transmutation

Level: Clr 0, Drd 0, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min.

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains 1 temporary hit point.

Vision

Divination

Level: Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 standard action

This spell functions like *legend lore*, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 +1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague.

XP Cost: 100 XP.

Wail of the Banshee

Necromancy [Death, Sonic]

Level: Death 9, Sor/Wiz 9

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One living creature/level within a 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You emit a terrible scream that kills creatures that hear it (except for yourself). Creatures closest to the point of origin are

affected first.

Wall of Fire

Evocation [Fire]

Level: Drd 5, Fire 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Wall of fire can be made permanent with a *permanency* spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Arcane Material Component: A small piece of phosphorus.

Wall of Force

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round /level (D)

Saving Throw: None

Spell Resistance: No

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10- foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a *permanency* spell.

Material Component: A pinch of powder made from a clear gem.

Wall of Ice

Evocation [Cold]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration: 1 min./level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any

creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a *wall of ice* creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The *hemisphere* is as hard to break through as the *ice plane* form, but it does not deal damage to those who go through a breach.

Material Component: A small piece of quartz or similar rock crystal.

Wall of Iron

Conjuration (Creation)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Iron wall whose area is up to one 5-ft. square/level; see text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of iron* is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5- foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: A small piece of sheet iron plus gold dust worth 50 gp (1 pound of gold dust).

Wall of Stone

Conjuration (Creation) [Earth]

Level: Clr 5, Drd 6, Earth 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to

bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is $20 + 2$ per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Arcane Material Component: A small block of granite.

Wall of Thorns

Conjuration (Creation)

Level: Drd 5, Plant 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall of thorny brush, up to one 10-ft. cube/level (S)

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a *wall of thorns* takes slashing damage per round of movement equal to 25 minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an Armor Class of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a *wall of thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

Warp Wood

Transmutation

Level: Drd 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 Small wooden object/level, all within a 20-ft. radius

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

Alternatively, you can un warp wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive *warp wood* spells to warp (or un warp) an object that is too large for you to warp with

a single spell.

Until the object is completely warped, it suffers no ill effects.

Water Breathing

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3, Water 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe air.

Arcane Material Component: A short reed or piece of straw.

Water Walk

Transmutation [Water]

Level: Clr 3, Rgr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Waves of Exhaustion

Necromancy

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.

Waves of Fatigue

Necromancy

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is

already fatigued.

Web

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Webs in a 20-ft.-radius spread

Duration: 10 min./level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: No

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a *web* become entangled among the gluey fibers. Attacking a creature in a *web* won't cause you to become entangled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains entangled, but may move through the *web* very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web* spell are flammable. A magic *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a *permanency* spell. A permanent *web* that is damaged (but not destroyed) regrows in 10 minutes.

Material Component: A bit of spider web.

Weird

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 9

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

This spell functions like *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes.

If a subject's Fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of temporary Strength damage.

Whirlwind

Evocation [Air]

Level: Air 8, Drd 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the

cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Whispering Wind

Transmutation [Air]

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: 1 mile/level

Area: 10-ft.-radius spread

Duration: No more than 1 hour/level or until discharged (destination is reached)

Saving Throw: None

Spell Resistance: No

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, *whispering wind* cannot speak verbal components, use command words, or activate magical effects.

Wind Walk

Transmutation [Air]

Level: Clr 6, Drd 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: You and one touched creature per three levels

Duration: 1 hour/level (D); see text

Saving Throw: No and Will negates (harmless)

Spell Resistance: No and Yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a *wind walker* flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a *wind walker* along at up to 600 feet per round (60 mph) with poor maneuverability. *Wind walkers* are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A *wind walker* can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a *wind walker* in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Wind Wall

Evocation [Air]

Level: Air 2, Clr 3, Drd 3, Rgr 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save

allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wind wall*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Arcane Material Component: A tiny fan and a feather of exotic origin.

Wish

Universal

Level: Sor/Wiz 9

Components: V, XP

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you.

Even *wish*, however, has its limits.

A *wish* can produce any one of the following effects.

- Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.
- Duplicate any other spell of 5th level or lower even if it's of a prohibited school.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
- Create a nonmagical item of up to 25,000 gp in value.
- Create a magic item, or add to the powers of an existing magic item.
- Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. *Note:* An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
- Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*. A *wish* can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Revive the dead. A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes*, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.
- Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.
- Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

Material Component: When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

XP Cost: The minimum XP cost for casting *wish* is 5,000 XP. When a *wish* duplicates a spell that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a *wish* creates or improves a magic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

Wood Shape

Transmutation

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Word of Chaos

Evocation [Chaotic, Sonic]

Level: Chaos 7, Clr 7

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: Nonchaotic creatures in a 40-ft.- radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Any nonchaotic creature within the area who hears the *word of chaos* suffers the following ill effects.

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Stunned: The creature is stunned for 1 round.

Confused: The creature is *confused*, as by the *confusion* spell, for 1d10 minutes. This is a mind-affecting enchantment effect.

Killed: Living creatures die. Undead creatures are destroyed.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Stunned, deafened
Up to caster level -5	<i>Confused</i> , stunned, deafened
Up to caster level -10	Killed, <i>confused</i> , stunned, deafened

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *word of chaos*. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *word of chaos*.

Word of Recall

Conjuration (Teleportation)

Level: Clr 6, Drd 8

Components: V

Casting Time: 1 standard action

Range: Unlimited

Target: You and touched objects or other willing creatures

Duration: Instantaneous

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per

three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

Zone of Silence

Illusion (Glamer)

Level: Brd 4

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 5-ft.-radius emanation centered on you

Duration: 1 hour/level (D)

By casting *zone of silence*, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful Spot check to read lips can still reveal what's said inside a *zone of silence*.

Zone of Truth

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

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MAGIC ITEMS I (BASICS & CREATION)

Magic items are divided into categories: armor, weapons, potions, rings, rods, scrolls, staffs, wands, and wondrous items. In addition, some magic items are cursed or intelligent. Finally, a few magic items are of such rarity and power that they are considered to belong to a category of their own: artifacts. Artifacts are classified in turn as minor (extremely rare but not one-of-a-kind items) or major (each one unique and extremely potent).

Armor and Shields: Magic armor (including shields) offers improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to Armor Class.

Weapons: Magic weapons are created with a variety of combat powers and almost always improve the attack and damage rolls of the wielder as well.

Potions: A potion is an elixir concocted with a spell-like effect that affects only the drinker.

Rings: A ring is a circular metal band worn on the finger (no more than two rings per wearer) that has a spell-like power (often a constant effect that affects the wearer).

Rods: A rod is a scepter-like item with a special power unlike that of any known spell.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

Staffs: A staff has a number of different (but often related) spell effects. A newly created staff has 50 charges, and each use of the staff depletes one or more of those charges.

Wands: A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges.

Wondrous Items: These objects include magic jewelry, tools, books, clothing, and much more.

Magic Items and Detect Magic

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

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	Evocation
Bonus to ability score, on skill check, etc.	Transmutation

USING ITEMS

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, spell completion items are treated like spells in combat and do provoke attacks of opportunity. Activating a magic item is a standard action unless the item description indicates otherwise. However, the casting time of a spell is the time required to activate the same power in an item, regardless of the type of magic item, unless the item description specifically states otherwise.

The four ways to activate magic items are described below.

Spell Completion: This is the activation method for scrolls. A scroll is a spell that is mostly finished. The preparation is done for the caster, so no preparation time is needed beforehand as with normal spellcasting. All that's left to do is perform the finishing parts of the spellcasting (the final gestures, words, and so on). To use a spell completion item safely, a character must be of high enough level in the right class to cast the spell already. If he can't already cast the spell, there's a chance he'll make a mistake. Activating a spell completion item is a standard action and provokes attacks of opportunity exactly as casting a spell does.

Spell Trigger: Spell trigger activation is similar to spell completion, but it's even simpler. No gestures or spell finishing is needed, just a special knowledge of spellcasting that an appropriate character would know, and a single word that must be spoken. Anyone with a spell on his or her spell list knows how to use a spell trigger item that stores that spell. (This is the case even for a character who can't actually cast spells, such as a 3rd-level paladin.) The user must still determine what spell is stored in the item before she can activate it. Activating a spell trigger item is a standard action and does not provoke attacks of opportunity.

Command Word: If no activation method is suggested either in the magic item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use. Activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the command word.

The Knowledge (arcana) and Knowledge (history) skills might be useful in helping to identify command words or deciphering clues regarding them. A successful check against DC 30 is needed to come up with the word itself. If that check is failed, succeeding on a second check (DC 25) might provide some insight into a clue.

The spells *identify* and *analyze dweomer* both reveal command words.

Use Activated: This type of item simply has to be used in order to activate it. A character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, look through a lens, sprinkle dust, wear a ring, or don a hat. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items are practically always items that one wears. A few must simply be in the character's possession (on his person). However, some items made for wearing must still be activated. Although this activation sometimes requires a command word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed in such a case.

Unless stated otherwise, activating a use-activated magic item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes an attack of opportunity in itself. If the use of the item takes time before a magical effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless the benefit of the item comes automatically, such from drinking a potion or swinging a sword.

SIZE AND MAGIC ITEMS

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

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

Armor and Weapon Sizes: Armor and weapons that are found at random have a 30% chance of being Small (01–30), a 60% chance of being Medium (31–90), and a 10% chance of being any other size (91–100).

MAGIC ITEMS ON THE BODY

Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as twelve magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body.

A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn.

- One headband, hat, helmet, or phylactery on the head
- One pair of eye lenses or goggles on or over the eyes
- One amulet, brooch, medallion, necklace, periapt, or scarab around the neck
- One vest, vestment, or shirt on the torso
- One robe or suit of armor on the body (over a vest, vestment, or shirt)
- One belt around the waist (over a robe or suit of armor)
- One cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- One pair of bracers or bracelets on the arms or wrists
- One glove, pair of gloves, or pair of gauntlets on the hands
- One ring on each hand (or two rings on one hand)
- One pair of boots or shoes on the feet

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

Some items can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

SAVING THROWS AGAINST MAGIC ITEM POWERS

Magic items produce spells or spell-like effects. For a saving throw against a spell or spell-like effect from a magic item, the DC is $10 + \text{the level of the spell or effect} + \text{the ability modifier of the minimum ability score needed to cast that level of spell}$. Staffs are an exception to the rule. Treat the saving throw as if the wielder cast the spell, including caster level and all modifiers to save DC.

Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact spell equivalent (making its level otherwise difficult to determine quickly).

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 $2 + \text{one-half its caster level (round down)}$. The only exceptions to this are intelligent magic items, which make Will saves based on their own Wisdom scores.

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

REPAIRING MAGIC ITEMS

Some magic items take damage over the course of an adventure. It costs no more to repair a magic item with the Craft skill than it does to repair its nonmagical counterpart. The *make whole* spell also repairs a damaged—but not completely broken—magic item.

INTELLIGENT ITEMS

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

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

CURSED ITEMS

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

Randomly generated items are cursed 5% of the time.

CHARGES, DOSES, AND MULTIPLE USES

Many items, particularly wands and staffs, are limited in power by the number of charges they hold. Normally, charged items have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1). If the item has a maximum number of charges other than 50, roll randomly to determine how many charges are left.

Prices listed are always for fully charged items. (When an item is created, it is fully charged.) For an item that's worthless when its charges run out (which is the case for almost all charged items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left.

MAGIC ITEM DESCRIPTIONS

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

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points, and break DC are given for typical examples of some magic items. The AC assumes that the item is unattended and includes a -5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier in place of the -5 penalty.

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

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

- Aura: Most of the time, a *detect magic* spell will reveal the school of magic associated with a magic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the *detect magic* spell description for details.

- Caster Level: The next item in a notational entry gives the caster level of the item, indicating its relative power. The caster level determines the item's saving throw bonus, as well as range or other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel magic* spell or similar situation. This information is given in the form "CL x," where "CL" is an abbreviation for caster level and "x" is an ordinal number representing the caster level itself.

For potions, scrolls, and wands, the creator can set the caster level of an item at any number high enough to cast the stored spell and not higher than her own caster level. For other magic items, the caster level is determined by the item itself. In this case, the creator's caster level must be as high as the item's caster level (and prerequisites may effectively put a higher minimum on the creator's level).

- Prerequisites: Certain requirements must be met in order for a character to create a magic item. These include feats, spells, and miscellaneous requirements such as level, alignment, and race or kind. The prerequisites for creation of an item are given immediately following the item's caster level.

A spell prerequisite may be provided by a character who has prepared the spell (or who knows the spell, in the case of a sorcerer or bard), or through the use of a spell completion or spell trigger magic item or a spell-like ability that produces the desired spell effect. For each day that passes in the creation process, the creator must expend one spell completion item or one charge from a spell trigger item if either of those objects is used to supply a prerequisite.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. The character designated as the creator pays the XP required to make the item.

Typically, a list of prerequisites includes one feat and one or more spells (or some other requirement in addition to the feat). When two spells at the end of a list are separated by "or," one of those spells is required in addition to every other spell mentioned prior to the last two.

- Market Price: This gold piece value, given following the word "Price," represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components (material or XP).

- Cost to Create: The next part of a notational entry is the cost in gp and XP to create the item, given following the word "Cost." This information appears only for items with components (material or XP), which make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the costs of the components.

Items without components do not have a "Cost" entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price, and the cost in XP is 1/25 the market price.

- Weight: The notational entry for many wondrous items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).

Table: Random Magic Item Generation

Minor	Medium	Major	Item
01–04	01–10	01–10	Armor and shields
05–09	11–20	11–20	Weapons
10–44	21–30	21–25	Potions
45–46	31–40	26–35	Rings
—	41–50	36–45	Rods
47–81	51–65	46–55	Scrolls
—	66–68	56–75	Staffs
82–91	69–83	76–80	Wands
92–100	84–100	81–100	Wondrous items

CREATING MAGIC ITEMS

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

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

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

Magic supplies for items are always half of the base price in gp and 1/25 of the base price in XP. For many items, the market price equals the base price.

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

In addition, some items cast or replicate spells with costly material components or with XP components. For these items, the market price equals the base price plus an extra price for the spell component costs. Each XP in the component costs adds 5 gp to the market price. The cost to create these items is the magic supplies cost and the base XP cost (both determined by the base price) plus the costs for the components. Descriptions of these items include an entry that gives the total cost of creating the item.

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

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

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

The secrets of creating artifacts are long lost.

Table: Summary of Magic Item Creation Costs

Spell Component Costs						
Magic Item	Feat	Item Cost	Material ²	XP ³	Magic Supplies Cost	Base Price ⁴
Armor	Craft Magic Arms and Armor	Masterwork armor	Cost x 50 (usually none)	x 50 (usually none) x 5 gp	1/2 the value on Table: Armor and Shields	Value on Table: Armor and Shields
Shield	Craft Magic Arms and Armor	Masterwork shield	x 50 (usually none)	x 50 (usually none) x 5 gp	1/2 the value on Table: Armor and Shields	Value on Table: Armor and Shields
Weapon	Craft Magic Arms and Armor	Masterwork weapon	x 50 (usually none)	x 50 (usually none) x 5 gp	1/2 the value on Table: Weapons	Value on Table: Weapons
Potion	Brew Potion	—	Cost (usually none)	Cost (usually none)	1/2 x 25 x level of spell x level of caster	25 x level of spell x level of caster
Ring	Forge Ring	—	x 50	x 50 x 5 gp	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)	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)	Cost (usually none)	1/2 x 12.5 x level of spell x level of caster	12.5 x level of spell x level of caster
Staff	Craft Staff	Masterwork quarterstaff (300 gp)	x 50 / (# of charges used to activate)	x 50 x 5 gp / (# of charges used to	See Creating Staffs, below	See Creating Staffs, below

			spell)	activate spell)		
Wand	Craft Wand	—	x 50	x 50 x 5 gp	1/2 x 375 x level of spell x level of caster	375 x level of spell x level of caster
Wondrous Item	Craft Wondrous Item	⁵	x 50 (usually none)	x 50 (usually none) x 5 gp	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 masterwork weapon cost.

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

3 If purchasing a staff, the buyer pays 5 x the XP value in gold pieces.

4 A character creating an item pays 1/25 the base price in experience points.

5 Some items have additional value from a masterwork item component.

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

Table: Estimating Magic Item Gold Piece Values

Effect	Base Price	Example
Ability bonus (enhancement)	Bonus squared x 1,000 gp	<i>Gloves of Dexterity +2</i>
Armor bonus (enhancement)	Bonus squared x 1,000 gp	<i>+1 chainmail</i>
Bonus spell	Spell level squared x 1,000 gp	<i>Pearl of power</i>
AC bonus (deflection)	Bonus squared x 2,000 gp	<i>Ring of protection +3</i>
AC bonus (other) ¹	Bonus squared x 2,500 gp	<i>Ioun stone, dusty rose prism</i>
Natural armor bonus (enhancement)	Bonus squared x 2,000 gp	<i>Amulet of natural armor +1</i>
Save bonus (resistance)	Bonus squared x 1,000 gp	<i>Cloak of resistance +5</i>
Save bonus (other) ¹	Bonus squared x 2,000 gp	<i>Stone of good luck</i>
Skill bonus (competence)	Bonus squared x 100 gp	<i>Cloak of elvenkind</i>
Spell resistance	10,000 gp per point over SR 12; SR 13 minimum	<i>Mantle of spell resistance</i>
Weapon bonus (enhancement)	Bonus squared x 2,000 gp	<i>+1 longsword</i>
Spell Effect	Base Price	Example
Single use, spell completion	Spell level x caster level x 25 gp	<i>Scroll of haste</i>
Single use, use-activated	Spell level x caster level x 50 gp	<i>Potion of cure light wounds</i>
50 charges, spell trigger	Spell level x caster level x 750 gp	<i>Wand of fireball</i>
Command word	Spell level x caster level x 1,800 gp	<i>Cape of the mountebank</i>
Use-activated or continuous	Spell level x caster level x 2,000 gp ²	<i>Lantern of revealing</i>
Special	Base Price Adjustment	Example
Charges per day	Divide by (5 divided by charges per day)	<i>Boots of teleportation</i>
Uncustomary space limitation ³	Multiply entire cost by 1.5	<i>Helm of teleportation</i>
No space limitation ⁴	Multiply entire cost by 2	<i>Ioun stone</i>
Multiple different abilities	Multiply higher item cost by 2	<i>Helm of brilliance</i>
Charged (50 charges)	1/2 unlimited use base price	<i>Ring of the ram</i>
Component	Extra Cost	Example
Armor, shield, or weapon	Add cost of masterwork item	<i>+1 composite longbow</i>
Spell has material component cost	Add directly into price of item per charge ⁵	<i>Wand of stoneskin</i>
Spell has XP cost	Add 5 gp per 1 XP per charge ⁵	<i>Ring of three wishes</i>

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

1 Such as a luck, insight, sacred, or profane bonus.

2 If a continuous item has an effect based on a spell with a duration measured in rounds, multiply the cost by 4. If the duration of the spell is 1 minute/level, multiply the cost by 2, and if the duration is 10 minutes/level, multiply the cost by 1.5. If the spell has a 24-hour duration or greater, divide the cost in half.

3 See Body Slot Affinities, below.

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

5 If item is continuous or unlimited, not charged, determine cost as if it had 100 charges. If it has some daily limit, determine as if it had 50 charges.

MAGIC ITEM GOLD PIECE VALUES

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

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

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

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

Other Considerations: Once you have a final cost figure, reduce that number if either of the following conditions applies:
—*Item Requires Skill to Use:* Some items require a specific skill to get them to function. This factor should reduce the cost about 10%.

—*Item Requires Specific Class or Alignment to Use:* Even more restrictive than requiring a skill, this limitation cuts the cost by 30%.

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

Since different classes get access to certain spells at different levels, the prices for two characters to make the same item might actually be different. An item is only worth two times what the caster of lowest possible level can make it for.

Calculate the market price based on the lowest possible level caster, no matter who makes the item.

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

MASTERWORK ITEMS

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

CREATING MAGIC ARMOR

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

Additional magic supplies costs for the materials are subsumed in the cost for creating the magic armor—half the base price of the item.

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

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

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

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 magic weapon, and the masterwork cost is added to the total cost to determine final market value.

Additional magic supplies costs for the materials are subsumed in the cost for creating the magic weapon—half the base price given on Table: Weapons, according to the weapon’s total effective bonus.

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

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

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

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

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

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

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

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

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

If casting the spell would reduce the caster’s XP total, he pays the XP cost upon beginning the brew in addition to the XP cost for making the potion itself. Material components are consumed when he begins working, but a focus is not. (A focus used in brewing a potion can be reused.) The act of brewing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.) Brewing a potion requires one day.

Item Creation Feat Required: Brew Potion.

Potion Base Prices (By Brewer’s Class)

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

* Caster level is half class level.

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

Base Cost to Brew a Potion (By Brewer’s Class)

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

* Caster level is half class level.

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

CREATING RINGS

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

Rings that duplicate spells with costly material or XP components add in the value of $50 \times$ 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 formalize. Refer to Table: Estimating Magic Item Gold Piece Values and use the rod prices in the rod descriptions as a guideline. Creating a rod costs half the market value listed.

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

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

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

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— $12.5 \text{ gp} \times \text{the level of the spell} \times \text{the level of the caster}$.

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

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

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

Item Creation Feat Required: Scribe Scroll.

Scroll Base Prices (By Scribe's Class)

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

* Caster level is half class level.

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

Base Magic Supplies and XP Cost to Scribe a Scroll (By Scriber's Class)

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

* Caster level is half class level.

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

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—375 gp x the level of the highest-level spell x the level of the caster, plus 75% of the value of the next most costly ability (281.25 gp x the level of the spell x the level of the caster), plus one-half of the value of any other abilities (187.5 gp x the level of the spell x the level of the caster). Staffs are always fully charged (50 charges) when created.

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

The creator must have prepared the spells to be stored (or must know the spell, in the case of a sorcerer or bard) and must provide any focus the spells require as well as material and XP component costs sufficient to activate the spell a maximum number of times (50 divided by the number of charges one use of the spell expends). This is in addition to the XP cost for making the staff itself. Material components are consumed when he begins working, but focuses are not. (A focus used in creating a staff can be reused.) The act of working on the staff triggers the prepared spells, making them unavailable for casting during each day of the staff's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

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

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

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. If casting the spell would reduce the caster's XP total, she pays the cost (multiplied by 50) upon beginning the wand in addition to the XP cost for making the wand itself. Likewise, material components are consumed when she begins working, but focuses are not. (A focus used in creating a wand can be reused.) The act of working on the wand triggers the prepared spell, making it

unavailable for casting during each day devoted to the wand's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

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

Item Creation Feat Required: Craft Wand.

Wand Base Prices (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	375 gp	375 gp	375 gp	—
1st	750 gp	750 gp	1,500 gp	1,500 gp
2nd	4,500 gp	6,000 gp	6,000 gp	6,000 gp
3rd	11,250 gp	13,500 gp	15,750 gp	11,250 gp
4th	21,000 gp	24,000 gp	30,000 gp	21,000 gp

* Caster level is half class level.

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

Base Magic Supplies and XP Cost to Craft a Wand (By Crafter's Class)

Spell Level	Clr, Drd, Wiz	Sor	Brd	Pal, Rgr*
0	187 gp 5 sp +15 XP	187 gp 5 sp +15 XP	187 gp 5 sp +15 XP	—
1st	375 gp +30 XP	375 gp +30 XP	750 gp +60 XP	750 gp +60 XP
2nd	2,250 gp +180 XP	3,000 gp +240 XP	3,000 gp +240 XP	3,000 gp +240 XP
3rd	5,625 gp +450 XP	6,750 gp +540 XP	7,875 gp +630 XP	5,625 gp +450 XP
4th	10,500 gp +840 XP	12,000 gp +960 XP	15,000 gp +1200 XP	10,500 gp +840 XP

* Caster level is half class level.

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

CREATING WONDEROUS 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 formalize. 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 focus the spells required, 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, gp cost, and XP cost. The item's alignment is the same as its creator's. Determine other features randomly, following the guidelines in the relevant section.

ADDING NEW ABILITIES

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

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

BODY SLOT AFFINITIES

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

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

Some body slots have different affinities for different specific items.

Body Slot	Affinity
Headband, helmet	Mental improvement, ranged attacks
Hat	Interaction
Phylactery	Morale, alignment
Eye lenses, goggles	Vision
Cloak, cape, mantle	Transformation, protection
Amulet, brooch, medallion, necklace, periapt, scarab	Protection, discernment
Robe	Multiple effects
Shirt	Physical improvement
Vest, vestment	Class ability improvement
Bracers	Combat
Bracelets	Allies
Gloves	Quickness
Gauntlets	Destructive power
Belt	Physical improvement
Boots	Movement

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

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MAGIC ITEMS II (ARMOR & WEAPONS)

ARMOR

In general, magic armor protects the wearer to a greater extent than nonmagical armor. Magic armor bonuses are enhancement bonuses, never rise above +5, and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses). All magic armor is also masterwork armor, reducing armor check penalties by 1.

In addition to an enhancement bonus, armor may have special abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. A suit of armor cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A suit of armor with a special ability must have at least a +1 enhancement bonus.

A suit of armor or a shield may be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special material.

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

Table: Armor and Shields

Minor	Medium	Major	Item	Base Price
01–60	01–05	—	+1 shield	1,000 gp
61–80	06–10	-	+1 armor	1,000 gp
81–85	11–20	—	+2 shield	4,000 gp
86–87	21–30	—	+2 armor	4,000 gp
—	31–40	01–08	+3 shield	9,000 gp
—	41–50	09–16	+3 armor	9,000 gp
—	51–55	17–27	+4 shield	16,000 gp
—	56–57	28–38	+4 armor	16,000 gp
—	—	39–49	+5 shield	25,000 gp
—	—	50–57	+5 armor	25,000 gp
—	—	—	+6 armor/shield ¹	36,000 gp
—	—	—	+7 armor/shield ¹	49,000 gp
—	—	—	+8 armor/shield ¹	64,000 gp
—	—	—	+9 armor/shield ¹	81,000 gp
—	—	—	+10 armor/shield ¹	100,000 gp
88–89	58–60	58–60	Specific armor ²	—
90–91	61–63	61–63	Specific shield ³	—
92–100	64–100	64–100	Special ability and roll again ⁴	—

1 Armor and shields can't actually have bonuses this high. Use these lines to determine price when special abilities are added in.

2 Roll on Table: Specific Armors.

3 Roll on Table: Specific Shields.

4 Roll on Table: Armor Special Abilities or Table: Shield Special Abilities.

Table: Random Armor Type

d%	Armor	Armor Cost ¹
01	Padded	+155 gp
02	Leather	+160 gp
03–17	Studded leather	+175 gp
18–32	Chain shirt	+250 gp
33–42	Hide	+165 gp
43	Scale mail	+200 gp
44	Chainmail	+300 gp
45–57	Breastplate	+350 gp
58	Splint mail	+350 gp
59	Banded mail	+400 gp
60	Half-plate	+750 gp
61–100	Full plate	+1,650 gp

1 Add to enhancement bonus on Table: Armor and Shields to determine total market price.

All magic armor is masterwork armor (with an armor check penalty 1 less than normal).

Table: Random Shield Type

d%	Shield	Shield Cost ¹
01–10	Buckler	+165 gp
11–15	Shield, light, wooden	+153 gp
16–20	Shield, light, steel	+159 gp
21–30	Shield, heavy, wooden	+157 gp
31–95	Shield, heavy, steel	+170 gp
96–100	Shield, tower	+180 gp

1 Add to enhancement bonus on Table: Armor and Shields to determine total market price.

All magic shields are masterwork shields (with an armor check penalty 1 less than normal).

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

Shields: Shield enhancement bonuses stack with armor enhancement bonuses. Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash. The bashing special ability, however, does grant a +1 bonus on attack and damage rolls (see the special ability description).

A shield could be built that also acted as a magic weapon, but the cost of the enhancement bonus on attack rolls would need to be added into the cost of the shield and its enhancement bonus to AC.

As with armor, special abilities built into the shield add to the market value in the form of additions to the bonus of the shield, although they do not improve AC. A shield cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A shield with a special ability must have at least a +1 enhancement bonus.

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

Activation: Usually a character benefits from magic armor and shields in exactly the way a character benefits from nonmagical armor and shields—by wearing them. If armor or a shield has a special ability that the user needs to activate then the user usually needs to utter the command word (a standard action).

Armor for Unusual Creatures: The cost of armor for nonhumanoid creatures, as well as for creatures who are neither Small nor Medium, varies. The cost of the masterwork quality and any magical enhancement remains the same.

Magic Armor and Shield Special Ability Descriptions

Most magic armor and shields only have enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Table: Armor Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–25	01–05	01–03	Glamered	+2,700 gp
26–32	06–08	04	Fortification, light	+1 bonus ¹
33–52	09–11	—	Slick	+3,750 gp
53–72	12–14	—	Shadow	+3,750 gp
73–92	15–17	—	Silent moves	+3,750 gp
93–96	18–19	—	Spell resistance (13)	+2 bonus ¹
97	20–29	05–07	Slick, improved	+15,000 gp
98	30–39	08–10	Shadow, improved	+15,000 gp
99	40–49	11–13	Silent moves, improved	+15,000 gp
—	50–54	14–16	Acid resistance	+18,000 gp
—	55–59	17–19	Cold resistance	+18,000 gp
—	60–64	20–22	Electricity resistance	+18,000 gp
—	65–69	23–25	Fire resistance	+18,000 gp
—	70–74	26–28	Sonic resistance	+18,000 gp
—	75–79	29–33	Ghost touch	+3 bonus ¹

—	80–84	34–35	Invulnerability	+3 bonus ¹
—	85–89	36–40	Fortification, moderate	+3 bonus ¹
—	90–94	41–42	Spell resistance (15)	+3 bonus ¹
—	95–99	43	Wild	+3 bonus ¹
—	—	44–48	Slick, greater	+33,750 gp
—	—	49–53	Shadow, greater	+33,750 gp
—	—	54–58	Silent moves, greater	+33,750 gp
—	—	59–63	Acid resistance, improved	+42,000 gp
—	—	64–68	Cold resistance, improved	+42,000 gp
—	—	69–73	Electricity resistance, improved	+42,000 gp
—	—	74–78	Fire resistance, improved	+42,000 gp
—	—	79–83	Sonic resistance, improved	+42,000 gp
—	—	84–88	Spell resistance (17)	+4 bonus ¹
—	—	89	Etherealness	+49,000 gp
—	—	90	Undead controlling	+49,000 gp
—	—	91–92	Fortification, heavy	+5 bonus ¹
—	—	93–94	Spell resistance (19)	+5 bonus ¹
—	—	95	Acid resistance, greater	+66,000 gp
—	—	96	Cold resistance, greater	+66,000 gp
—	—	97	Electricity resistance, greater	+66,000 gp
—	—	98	Fire resistance, greater	+66,000 gp
—	—	99	Sonic resistance, greater	+66,000 gp
100	100	100	Roll twice again ²	—

1 Add to enhancement bonus on Table: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Table: Shield Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–20	01–10	01–05	Arrow catching	+1 bonus ¹
21–40	11–20	06–08	Bashing	+1 bonus ¹
41–50	21–25	09–10	Blinding	+1 bonus ¹
51–75	26–40	11–15	Fortification, light	+1 bonus ¹
76–92	41–50	16–20	Arrow deflection	+2 bonus ¹
93–97	51–57	21–25	Animated	+2 bonus ¹
98–99	58–59	—	Spell resistance (13)	+2 bonus ¹
—	60–63	26–28	Acid resistance	+18,000 gp
—	64–67	29–31	Cold resistance	+18,000 gp
—	68–71	32–34	Electricity resistance	+18,000 gp
—	72–75	35–37	Fire resistance	+18,000 gp
—	76–79	38–40	Sonic resistance	+18,000 gp
—	80–85	41–46	Ghost touch	+3 bonus ¹
—	86–95	47–56	Fortification, moderate	+3 bonus ¹
—	96–98	57–58	Spell resistance (15)	+3 bonus ¹
—	99	59	Wild	+3 bonus ¹
—	—	60–64	Acid resistance, improved	+42,000 gp
—	—	65–69	Cold resistance, improved	+42,000 gp
—	—	70–74	Electricity resistance, improved	+42,000 gp
—	—	75–79	Fire resistance, improved	+42,000 gp
—	—	80–84	Sonic resistance, improved	+42,000 gp
—	—	85–86	Spell resistance (17)	+4 bonus ¹
—	—	87	Undead controlling	+49,000 gp
—	—	88–91	Fortification, heavy	+5 bonus ¹
—	—	92–93	Reflecting	+5 bonus ¹
—	—	94	Spell resistance (19)	+5 bonus ¹
—	—	95	Acid resistance, greater	+66,000 gp

—	—	96	Cold resistance, greater	+66,000 gp
—	—	97	Electricity resistance, greater	+66,000 gp
—	—	98	Fire resistance, greater	+66,000 gp
—	—	99	Sonic resistance, greater	+66,000 gp
100	100	100	Roll twice again ²	—

1 Add to enhancement bonus on Table: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Acid Resistance: A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Acid Resistance, Improved: As acid resistance, except it absorbs the first 20 points of acid damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Acid Resistance, Greater: As acid resistance, except it absorbs the first 30 points of acid damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Animated: Upon command, an animated shield floats within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one shield can protect a character at a time. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficiency.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, *animate objects*; Price +2 bonus.

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

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *entropic shield*; Price +1 bonus.

Arrow Deflection: This shield protects the wielder as if he had the Deflect Arrows feat. Once per round when he would normally be struck by a ranged weapon, he can make a DC 20 Reflex save. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If he succeeds, the shield deflects the weapon. He must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giants or *acid arrows*, can't be deflected.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *shield*; Price +2 bonus.

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

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *bull's strength*; Price +1 bonus.

Blinding: A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a DC 14 Reflex save or be blinded for 1d4 rounds.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *searing light*; Price +1 bonus.

Cold Resistance: A suit of armor or a shield with this property normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Cold Resistance, Improved: As cold resistance, except it absorbs the first 20 points of cold damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Cold Resistance, Greater: As cold resistance, except it absorbs the first 30 points of cold damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Electricity Resistance: A suit of armor or a shield with this property normally has a bluish hue and often bears a storm or lightning motif. The armor absorbs the first 10 points of electricity damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Electricity Resistance, Improved: As electricity resistance, except it absorbs the first 20 points of electricity damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Electricity Resistance, Greater: As electricity resistance, except it absorbs the first 30 points of electricity damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Etherealness: On command, this ability allows the wearer of the armor to become ethereal (as the *ethereal jaunt* spell) once per day. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

Strong transmutation; CL 13th; Craft Magic Arms and Armor, *ethereal jaunt*; Price +49,000 gp.

Fire Resistance: A suit of armor with this ability normally has a reddish hue and often is decorated with a draconic motif. The armor absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Fire Resistance, Improved: As fire resistance, except it absorbs the first 20 points of fire damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Fire Resistance, Greater: As fire resistance, except it absorbs the first 30 points of fire damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Fortification Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *limited wish* or *miracle*; Price varies (see above).

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

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *etherealness*; Price +3 bonus.

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

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *disguise self*; Price +2,700 gp.

Invulnerability: This suit of armor grants the wearer damage reduction of 5/magic.

Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Craft Magic Arms and Armor, *stoneskin*, *wish* or *miracle*; Price +3 bonus.

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

Strong abjuration; CL 14th; Craft Magic Arms and Armor, *spell turning*; Price +5 bonus.

Shadow: This armor is jet black and blurs the wearer whenever she tries to hide, granting a +5 competence bonus on Hide checks. (The armor's armor check penalty still applies normally.)

Faint illusion; CL 5th; Craft Magic Arms and Armor, *invisibility*; Price +3,750 gp.

Shadow, Improved: As shadow, except it grants a +10 competence bonus on Hide checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *invisibility*; Price +15,000 gp.

Shadow, Greater: As shadow, except it grants a +15 competence bonus on Hide checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armor, *invisibility*; Price +33,750 gp.

Silent Moves: This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It provides a +5 competence bonus on its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

Faint illusion; CL 5th; Craft Magic Arms and Armor, *silence*; Price +3,750 gp.

Silent Moves, Improved: As silent moves, except it grants a +10 competence bonus on Move Silently checks.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *silence*; Price +15,000 gp.

Silent Moves, Greater: As silent moves, except it grants a +15 competence bonus on Move Silently checks.

Moderate illusion; CL 15th; Craft Magic Arms and Armor, *silence*; Price +33,750 gp.

Slick: Slick armor seems coated at all times with a slightly greasy oil. It provides a +5 competence bonus on its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Faint conjuration; CL 4th; Craft Magic Arms and Armor, *grease*; Price +3,750 gp.

Slick, Improved: As slick, except it grants a +10 competence bonus on Escape Artist checks.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *grease*; Price +15,000 gp.

Slick, Greater: As slick, except it grants a +15 competence bonus on Escape Artist checks.

Moderate conjuration; CL 15th; Craft Magic Arms and Armor, *grease*; Price +33,750 gp.

Sonic Resistance: A suit of armor or a shield with this property normally has a glistening appearance. The armor absorbs the first 10 points of sonic damage per attack that the wearer would normally take (similar to the *resist energy* spell).

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price +18,000 gp.

Sonic Resistance, Improved: As sonic resistance, except it absorbs the first 20 points of sonic damage per attack.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *resist energy*; Price +42,000 gp.

Sonic Resistance, Greater: As sonic resistance, except it absorbs the first 30 points of sonic damage per attack.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *resist energy*; Price +66,000 gp.

Spell Resistance: This property grants the armor's wearer spell resistance while the armor is worn. The spell resistance can be 13, 15, 17, or 19, depending on the armor.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *spell resistance*; Price +2 bonus (SR 13), +3 bonus (SR 15), +4 bonus (SR 17), or +5 bonus (SR 19).

Undead Controlling: The wearer of a suit of armor or a shield with this property may control up to 26 HD of undead per day, as the *control undead* spell. At dawn each day, the wearer loses control of any undead still under his sway. Armor or a shield with this ability appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *control undead*; Price +49,000 gp.

Wild: The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the wearer is in a wild shape, the armor cannot be seen.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *baleful polymorph*; Price +3 bonus.

Table: Specific Armors

Minor	Medium	Major	Specific Armor	Market Price
01–50	01–25	—	Mithral shirt	1,100 gp
51–80	26–45	—	Dragonhide plate	3,300 gp
81–100	46–57	—	Elven chain	4,150 gp
—	58–67	—	Rhino hide	5,165 gp
—	68–82	01–10	Adamantine breastplate	10,200 gp
—	83–97	11–20	Dwarven plate	16,500 gp
—	98–100	21–32	Banded mail of luck	18,900 gp
—	—	33–50	Celestial armor	22,400 gp
—	—	51–60	Plate armor of the deep	24,650 gp
—	—	61–75	Breastplate of command	25,400 gp
—	—	76–90	Mithral full plate of speed	26,500 gp
—	—	91–	Demon armor	52,260 gp
—	—	100		

Specific Armors

The following specific suits of armor usually are preconstructed with exactly the qualities described here.

Adamantine Breastplate: This nonmagical breastplate is made of adamantine, giving its wearer damage reduction of 2/–. No aura (nonmagical); Price 10,200 gp.

Banded Mail of Luck: Ten 100-gp gems adorn this +3 *banded mail*. Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled. He must take whatever consequences come from the second roll. The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.

Strong enchantment; CL 12th; Craft Magic Arms and Armor, *bless*; Price 18,900 gp; Cost 10,150 gp + 700 XP.

Breastplate of Command: This finely crafted +2 *breastplate* radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer gains a +2 competence bonus on all Charisma checks, including turning checks and Charisma-based skill checks. The wearer also gains a +2 competence bonus to his Leadership score. Friendly troops within 360 feet of the user become braver than normal. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal herself in any way and still have the effect function.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, *mass charm monster*; Price 25,400 gp; Cost 10,975 gp + 850 XP.

Celestial Armor: This bright silver or gold +3 *chainmail* is so fine and light that it can be worn under normal clothing without betraying its presence. It has a maximum Dexterity bonus of +8, an armor check penalty of –2, and an arcane spell failure chance of 15%. It is considered light armor, weighs 20 pounds, and it allows the wearer to use *fly* on command (as the spell) once per day.

Faint transmutation [good]; CL 5th; Craft Magic Arms and Armor, creator must be good, *fly*; Price 22,400 gp; Cost 12,550 gp + 1,004 XP.

Demon Armor: This plate armor is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. This +4 *full plate* allows the wearer to make claw attacks that deal 1d10 points of damage, strike as +1 weapons, and afflict the target as if she had been struck by a *contagion* spell (Fortitude DC 14 negates). Use of *contagion* requires a normal melee attack with the claws. The “claws” are built into the armor’s vambraces and gauntlets.

The armor bestows one negative level on any nonevil creature wearing it. This negative level persists as long as the armor is worn and disappears when the armor is removed. The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *contagion*; Price 52,260 gp; Cost 26,130 gp + 2,090 XP.

Dragonhide Plate: This suit of full plate is made of dragonhide, rather than metal, so druids can wear it. It is otherwise identical to masterwork full plate.

No aura (nonmagical); Price 3,300 gp.

Dwarven Plate: This full plate is made of adamantine, giving its wearer damage reduction of 3/–.

No aura (nonmagical); Price 16,500 gp.

Elven Chain: This extremely light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of –2. It is considered light armor and weighs 20 pounds.

No aura (nonmagical); Price 4,150 gp.

Mithral Full Plate of Speed: As a free action, the wearer of this fine set of +1 *mithral full plate* can activate it, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Speed while wearing a suit of mithral full plate is 20 feet for Medium creatures, or 15 feet for Small. The armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +3, and an armor check penalty of –3. It is considered medium armor and weighs 25 pounds.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *haste*; Price 26,500 gp.

Mithral Shirt: This extremely light chain shirt is made of very fine mithral links. Speed while wearing a mithral shirt is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is considered light armor and weighs 10 pounds.

No aura (nonmagical); Price 1,100 gp.

Plate Armor of the Deep: This +1 *full plate* is decorated with a wave and fish motif. The wearer of *plate armor of the deep* is treated as unarmored for purposes of Swim checks. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *freedom of movement*, *water breathing*, *tongues*; Price 24,650 gp; Cost 17,150 gp + 600 XP.

Rhino Hide: This +2 *hide* armor is made from rhinoceros hide. In addition to granting a +2 enhancement bonus to AC, it has a –1 armor check penalty and deals an additional 2d6 points of damage on any successful charge attack made by the wearer, including a mounted charge.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *bull's strength*; Price 5,165 gp; Cost 2,665 gp + 200 XP.

Table: Specific Shields

Minor	Medium	Major	Specific Shield	Market Price
01–30	01–20	—	Darkwood buckler	205 gp
31–80	21–45	—	Darkwood shield	257 gp
81–95	46–70	—	Mithral heavy shield	1,020 gp
96–100	71–85	01–20	Caster's shield	3,153 gp
—	86–90	21–40	Spined shield	5,580 gp
—	91–95	41–60	Lion's shield	9,170 gp
—	96–100	61–90	Winged shield	17,257 gp
—	—	91–100	Absorbing shield	50,170 gp

Specific Shields

The following specific shields usually are preconstructed with exactly the qualities described here.

Absorbing Shield: This +1 *heavy steel shield* is flat black and seems to absorb light. Once every two days, on command, it can *disintegrate* an object that it touches, as the spell but requiring a melee touch attack.

Strong transmutation; CL 17th; Craft Magic Arms and Armor, *disintegrate*; Price 50,170 gp; Cost 25,170 gp + 2,000 XP.

Caster's Shield: This +1 *light wooden shield* has a small leather strip on the back on which a spellcaster can scribe a single spell as on a scroll. A spell so scribed has only half the base raw material cost. Experience point and component costs remain the same. The strip cannot accommodate spells of higher than 3rd level. The strip is reusable.

A random *caster's shield* has a 50% chance of having a single medium scroll spell on it. The spell is divine (01–80 on d%) or arcane (81–100).

A *caster's shield* has a 5% arcane spell failure chance.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, Scribe Scroll, creator must be at least 6th level; Price 3,153 gp (plus the value of the scroll spell if one is currently scribed); Cost 1,653 gp + 120 XP.

Darkwood Buckler: This nonmagical light wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield. It weighs 2-1/2 pounds and has no armor check penalty. No aura (nonmagical); Price 205 gp.

Darkwood Shield: This nonmagical heavy wooden shield is made out of darkwood. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield.

It weighs 5 pounds and has no armor check penalty.

No aura (nonmagical); Price 257 gp.

Lion's Shield: This +2 *heavy steel shield* is fashioned to appear to be a roaring lion's head. Three times per day as a free action, the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage. This attack is in addition to any actions performed by the wielder.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *summon nature's ally IV*; Price 9,170 gp; Cost 4,670 gp + 360 XP.

Mithral Heavy Shield: This heavy shield is made of mithral and thus is much lighter than a standard steel shield. It has a 5% arcane spell failure chance and no armor check penalty. It weighs 5 pounds.

No aura (nonmagical); Price 1,020 gp.

Spined Shield: This +1 *heavy steel shield* is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. A fired spine has a +1 enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19–20/x2). Fired spines regenerate each day.

Moderate evocation; CL 6th; Craft Magic Arms and Armor, *magic missile*; Price 5,580 gp; Cost 2,740 gp + 223 XP.

Winged Shield: This round heavy wooden shield has a +3 enhancement bonus. Small, feathered wings encircle the shield. Once per day it can be commanded to *fly* (as the spell), carrying the wielder. The shield can carry up to 133 pounds and move at 60 feet per round, or up to 266 pounds and move at 40 feet per round.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *fly*; Price 17,257 gp; Cost 8,628 gp and 5 sp + 690 XP.

WEAPONS

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to an enhancement bonus, weapons may have special abilities. Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

A weapon or a kind of ammunition may be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special material.

Caster Level for Weapons: The caster level of a weapon with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Additional Damage Dice: Some magic weapons deal additional dice of damage. Unlike other modifiers to damage, additional dice of damage are not multiplied when the attacker scores a critical hit.

Ranged Weapons and Ammunition: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Magic Ammunition and Breakage: When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow, bolt, or bullet that hits is destroyed.

Light Generation: Fully 30% of magic weapons shed light equivalent to a *light* spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Hardness and Hit Points: An attacker cannot damage a magic weapon that has an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon's or shield's hardness and hit points.

Activation: Usually a character benefits from a magic weapon in the same way a character benefits from a mundane weapon —by attacking with it. If a weapon has a special ability that the user needs to activate then the user usually needs to utter a command word (a standard action).

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

Table: Weapons

Minor	Medium	Major	Weapon Bonus	Base Price ¹
01–70	01–10	—	+1	2,000 gp
71–85	11–29	—	+2	8,000 gp
—	30–58	01–20	+3	18,000 gp
—	59–62	21–38	+4	32,000 gp
—	—	39–49	+5	50,000 gp
—	—	—	+6 ²	72,000 gp
—	—	—	+7 ²	98,000 gp
—	—	—	+8 ²	128,000 gp
—	—	—	+9 ²	162,000 gp
—	—	—	+10 ²	200,000 gp
86–90	63–68	50–63	Specific weapon ³	—
91–100	69–100	64–100	Special ability and roll again ⁴	—

1 This price is for 50 arrows, crossbow bolts, or sling bullets.

2 A weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.

3 See Table: Specific Weapons.

4 See Table: Melee Weapon Special Abilities for melee weapons or Table: Ranged Weapon Special Abilities for ranged weapons.

Table: Weapon Type Determination

d%	Weapon Type
01–70	Common melee weapon
71–80	Uncommon weapon
81–100	Common ranged weapon

Table: Common Melee Weapons

d%	Weapon	Weapon Cost ¹
01–04	Dagger	+302 gp
05–14	Greataxe	+320 gp
15–24	Greatsword	+350 gp
25–28	Kama	+302 gp
29–41	Longsword	+315 gp
42–45	Mace, light	+305 gp
46–50	Mace, heavy	+312 gp
51–54	Nunchaku	+302 gp
55–57	Quarterstaff ²	+600 gp
58–61	Rapier	+320 gp
62–66	Scimitar	+315 gp
67–70	Shortspear	+302 gp
71–74	Siangham	+303 gp

75–84	Sword, bastard	+335 gp
85–89	Sword, short	+310 gp
90–100	Waraxe, dwarven	+330 gp

1 Add to enhancement bonus on Table: Weapons to determine total market price.

2 Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100 on d%) and it has no special abilities. All magic weapons are masterwork weapons.

Table: Uncommon Weapons

d%	Weapon	Weapon Cost ¹
01–03	Axe, orc double ²	+660 gp
04–07	Battleaxe	+310 gp
08–10	Chain, spiked	+325 gp
11–12	Club	+300 gp
13–16	Crossbow, hand	+400 gp
17–19	Crossbow, repeating	+550 gp
20–21	Dagger, punching	+302 gp
22–23	Falchion	+375 gp
24–26	Flail, dire ²	+690 gp
27–31	Flail, heavy	+315 gp
32–35	Flail, light	+308 gp
36–37	Gauntlet	+302 gp
38–39	Gauntlet, spiked	+305 gp
40–41	Glaive	+308 gp
42–43	Greatclub	+305 gp
44–45	Guisarme	+309 gp
46–48	Halberd	+310 gp
49–51	Spear	+301 gp
52–54	Hammer, gnome hooked ²	+620 gp
55–56	Hammer, light	+301 gp
57–58	Handaxe	+306 gp
59–61	Kukri	+308 gp
62–64	Lance	+310 gp
65–67	Longspear	+305 gp
68–70	Morningstar	+308 gp
71–72	Net	+320 gp
73–74	Pick, heavy	+308 gp
75–76	Pick, light	+304 gp
77–78	Ranseur	+310 gp
79–80	Sap	+301 gp
81–82	Scythe	+318 gp
83–84	Shuriken	+301 gp
85–86	Sickle	+306 gp
87–89	Sword, two-bladed ²	+700 gp
90–91	Trident	+315 gp
92–94	Urgrosh, dwarven ²	+650 gp
95–97	Warhammer	+312 gp
98–100	Whip	+301 gp

1 Add to enhancement bonus on Table: Weapons to determine total market price.

2 Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical

bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100) and it has no special abilities. All magic weapons are masterwork weapons.

Table: Common Ranged Weapons

d%	Weapon	Weapon Cost ¹
01–10	Ammunition (roll again):	
01–50	Arrows (50)	+350 gp
51–80	Bolts, crossbow (50)	+350 gp
81–100	Bullets, sling (50)	+350 gp
11–15	Axe, throwing	+308 gp
16–25	Crossbow, heavy	+350 gp
26–35	Crossbow, light	+335 gp
36–39	Dart	+300 gp 5 sp
40–41	Javelin	+301 gp
42–46	Shortbow	+330 gp
47–51	Shortbow, composite (+0 Str bonus)	+375 gp
52–56	Shortbow, composite (+1 Str bonus)	+450 gp
57–61	Shortbow, composite (+2 Str bonus)	+525 gp
62–65	Sling	+300 gp
66–75	Longbow	+375 gp
76–80	Longbow, composite	+400 gp
81–85	Longbow, composite (+1 Str bonus)	+500 gp
86–90	Longbow, composite (+2 Str bonus)	+600 gp
91–95	Longbow, composite (+3 Str bonus)	+700 gp
96–100	Longbow, composite (+4 Str bonus)	+800 gp

¹ Add to enhancement bonus on Table: Weapons to determine total market price.

All magic weapons are masterwork weapons.

Table: Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01–10	01–06	01–03	Bane	+1 bonus
11–17	07–12	—	Defending	+1 bonus
18–27	13–19	04–06	Flaming	+1 bonus
28–37	20–26	07–09	Frost	+1 bonus
38–47	27–33	10–12	Shock	+1 bonus
48–56	34–38	13–15	Ghost touch	+1 bonus
57–67	39–44	—	Keen ²	+1 bonus
68–71	45–48	16–19	Ki Focus	+1 bonus
72–75	49–50	—	Merciful	+1 bonus
76–82	51–54	20–21	Mighty cleaving	+1 bonus
83–87	55–59	22–24	Spell storing	+1 bonus
88–91	60–63	25–28	Throwing	+1 bonus
92–95	64–65	29–32	Thundering	+1 bonus
96–99	66–69	33–36	Vicious	+1 bonus
—	70–72	37–41	Anarchic	+2 bonus
—	73–75	42–46	Axiomatic	+2 bonus
—	76–78	47–49	Disruption ³	+2 bonus
—	79–81	50–54	Flaming burst	+2 bonus
—	82–84	55–59	Icy burst	+2 bonus
—	85–87	60–64	Holy	+2 bonus
—	88–90	65–69	Shocking burst	+2 bonus
—	91–93	70–74	Unholy	+2 bonus
—	94–95	75–78	Wounding	+2 bonus
—	—	79–83	Speed	+3 bonus

—	—	84–86	Brilliant energy	+4 bonus
—	—	87–88	Dancing	+4 bonus
—	—	89–90	Vorpal ²	+5 bonus
100	96–100	91–100	Roll again twice ⁴	—

1 Add to enhancement bonus on Table: Weapons to determine total market price.

2 Piercing or slashing weapons only. Reroll if randomly generated for a bludgeoning weapon.

3 Bludgeoning weapons only. Reroll if randomly generated for a piercing or slashing weapon.

4 Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Table: Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01–12	01–08	01–04	Bane	+1 bonus
13–25	09–16	05–08	Distance	+1 bonus
26–40	17–28	09–12	Flaming	+1 bonus
41–55	29–40	13–16	Frost	+1 bonus
56–60	41–42	—	Merciful	+1 bonus
61–68	43–47	17–21	Returning	+1 bonus
69–83	48–59	22–25	Shock	+1 bonus
84–93	60–64	26–27	Seeking	+1 bonus
94–99	65–68	28–29	Thundering	+1 bonus
—	69–71	30–34	Anarchic	+2 bonus
—	72–74	35–39	Axiomatic	+2 bonus
—	75–79	40–49	Flaming burst	+2 bonus
—	80–82	50–54	Holy	+2 bonus
—	83–87	55–64	Icy burst	+2 bonus
—	88–92	65–74	Shocking burst	+2 bonus
—	93–95	75–79	Unholy	+2 bonus
—	—	80–84	Speed	+3 bonus
—	—	85–90	Brilliant energy	+4 bonus
100	96–100	91–100	Roll again twice ²	—

1 Add to enhancement bonus on Table: Weapons to determine total market price.

2 Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Weapons for Unusually Sized Creatures: The cost of weapons for creatures who are neither Small nor Medium varies. The cost of the masterwork quality and any magical enhancement remains the same.

Special Qualities: Roll d%. If the item is a melee weapon, a 01–30 result indicates that the item sheds light, 31–45 indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 46–100 indicates no special qualities.

If the item is a ranged weapon, a 01–15 result indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 16–100 indicates no special qualities.

Magic Weapon Special Ability Descriptions

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

Anarchic: An anarchic weapon is chaotically aligned and infused with the power of chaos. It makes the weapon chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the chaotic power upon their ammunition.

Moderate evocation [chaotic]; CL 7th; Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; Price +2 bonus.

Axiomatic: An axiomatic weapon is lawfully aligned and infused with the power of law. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic

alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition.

Moderate evocation [lawful]; CL 7th; Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; Price +2 bonus.

Bane: A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition. To randomly determine a weapon's designated foe, roll on the following table.

d%	Designated Foe
01–05	Aberrations
06–09	Animals
10–16	Constructs
17–22	Dragons
23–27	Elementals
28–32	Fey
33–39	Giants
40	Humanoids, aquatic
41–42	Humanoids, dwarf
43–44	Humanoids, elf
45	Humanoids, gnoll
46	Humanoids, gnome
47–49	Humanoids, goblinoid
50	Humanoids, halfling
51–54	Humanoids, human
55–57	Humanoids, reptilian
58–60	Humanoids, orc
61–65	Magical beasts
66–70	Monstrous humanoids
71–72	Oozes
73	Outsiders, air
74–76	Outsiders, chaotic
77	Outsiders, earth
78–80	Outsiders, evil
81	Outsiders, fire
82–84	Outsiders, good
85–87	Outsiders, lawful
88	Outsiders, water
89–90	Plants
91–98	Undead
99–100	Vermin

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I*; Price +1 bonus.

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Strong transmutation; CL 16th; Craft Magic Arms and Armor, *gaseous form, continual flame*; Price +4 bonus.

Dancing: As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether she moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, she can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *animate objects*; Price +4 bonus.

Defending: A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *shield* or *shield of faith*; Price +1 bonus.

Disruption: A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed. A weapon of disruption must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, reroll.)

Strong conjuration; CL 14th; Craft Magic Arms and Armor, *heal*; Price +2 bonus.

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

Moderate divination; CL 6th; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; Price +1 bonus.

Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Moderate evocation; CL 10th; Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; Price +1 bonus.

Flaming Burst: A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Strong evocation; CL 12th; Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; Price +2 bonus.

Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *chill metal* or *ice storm*; Price +1 bonus.

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

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *plane shift*; Price +1 bonus.

Holy: A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition.

Moderate evocation [good]; CL 7th; Craft Magic Arms and Armor, *holy smite*, creator must be good; Price +2 bonus.

Icy Burst: An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the frost ability, an icy burst weapon deals an extra 1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of cold damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *chill metal* or *ice storm*; Price +2 bonus.

Keen: This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. (If you roll this property randomly for an inappropriate weapon, reroll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *keen edge*; Price +1 bonus.

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

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, creator must be a monk; Price +1 bonus.

Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.

Faint conjuration; CL 5th; Craft Magic Arms and Armor, *cure light wounds*; Price +1 bonus.

Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *divine power*; Price +1 bonus.

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

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

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *telekinesis*; Price +1 bonus.

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

Strong divination; CL 12th; Craft Magic Arms and Armor, *true seeing*; Price +1 bonus.

Shock: Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price +1 bonus.

Shocking Burst: A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra 1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of electricity damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; Price +2 bonus.

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

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *haste*; Price +3 bonus.

Spell Storing: A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Strong evocation (plus aura of stored spell); CL 12th; Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Price +1 bonus.

Thundering: A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *blindness/deafness*; Price +1 bonus.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *magic stone*; Price +1 bonus.

Unholy: An unholy weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition.

Moderate evocation [evil]; CL 7th; Craft Magic Arms and Armor, *unholy blight*, creator must be evil; Price +2 bonus.

Vicious: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *enervation*; Price +1 bonus.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body.

Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon. (If you roll this property randomly for an inappropriate weapon, reroll.) Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armor, *circle of death, keen edge*; Price +5 bonus.

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

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *mage's sword*; Price +2 bonus.

Table: Specific Weapons

Minor	Medium	Major	Specific Weapon	Market Price
01–15	—	—	<i>Sleep arrow</i>	132 gp
16–25	—	—	<i>Screaming bolt</i>	267 gp
26–45	—	—	Silver dagger, masterwork	322 gp
46–65	—	—	Cold iron longsword, masterwork	330 gp
66–75	01–09	—	<i>Javelin of lightning</i>	1,500 gp
76–80	10–15	—	<i>Slaying arrow</i>	2,282 gp
81–90	16–24	—	Adamantine dagger	3,002 gp
91–100	25–33	—	Adamantine battleaxe	3,010 gp
—	34–37	—	<i>Slaying arrow (greater)</i>	4,057 gp
—	38–40	—	<i>Shatterspike</i>	4,315 gp
—	41–46	—	<i>Dagger of venom</i>	8,302 gp
—	47–51	—	<i>Trident of warning</i>	10,115 gp
—	52–57	01–04	<i>Assassin's dagger</i>	10,302 gp
—	58–62	05–07	<i>Shifter's sorrow</i>	12,780 gp
—	63–66	08–09	<i>Trident of fish command</i>	18,650 gp
—	67–74	10–13	<i>Flame tongue</i>	20,715 gp
—	75–79	14–17	<i>Luck blade (0 wishes)</i>	22,060 gp
—	80–86	18–24	<i>Sword of subtlety</i>	22,310 gp
—	87–91	25–31	<i>Sword of the planes</i>	22,315 gp
—	92–95	32–37	<i>Nine lives stealer</i>	23,057 gp
—	96–98	38–42	<i>Sword of life stealing</i>	25,715 gp
—	99–100	43–46	<i>Oathbow</i>	25,600 gp
—	—	47–51	<i>Mace of terror</i>	38,552 gp
—	—	52–57	<i>Life-drinker</i>	40,320 gp
—	—	58–62	<i>Sylvan scimitar</i>	47,315 gp
—	—	63–67	<i>Rapier of puncturing</i>	50,320 gp
—	—	68–73	<i>Sun blade</i>	50,335 gp
—	—	74–79	<i>Frost brand</i>	54,475 gp
—	—	80–84	<i>Dwarven thrower</i>	60,312 gp
—	—	85–91	<i>Luck blade (1 wish)</i>	62,360 gp
—	—	92–95	<i>Mace of smiting</i>	75,312 gp
—	—	96–97	<i>Luck blade (2 wishes)</i>	102,660 gp
—	—	98–99	<i>Holy avenger</i>	120,630 gp
—	—	100	<i>Luck blade (3 wishes)</i>	142,960 gp

Specific Weapons

The following specific weapons usually are preconstructed with exactly the qualities described here.

Adamantine Battleaxe: This nonmagical axe is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 3,010 gp.

Adamantine Dagger: This nonmagical dagger is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 3,002 gp.

Assassin's Dagger: This wicked-looking, curved +2 dagger provides a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *slay living*; Price 18,302 gp; Cost 9,302 gp + 720 XP.

Dagger of Venom: This black +1 dagger has a serrated edge. It allows the wielder to use a *poison* effect (as the spell, save DC 14) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the *poison* effect must be invoked in the same round that the dagger strikes.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *poison*; Price 8,302 gp; Cost 4,302 gp + 320 XP.

Dwarven Thrower: This weapon commonly functions as a +2 warhammer. In the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and gains the returning special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level; Price 60,312 gp; Cost 30,312 gp + 2,400 XP.

Flame Tongue: This is a +1 flaming burst longsword. Once per day, the sword can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.

Moderate evocation; CL 12th; Craft Magic Arms and Armor, *scorching ray*, and *flame blade*, *flame strike*, or *fireball*; Price 20,715 gp; Cost 10,515 gp + 816 XP.

Frost Brand: This +3 frost greatsword sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire; the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take.

A *frost brand* extinguishes all nonmagical fires in its area. As a standard action, it can also dispel lasting fire spells, but not instantaneous effects, though you must succeed on a dispel check (1d20 +14) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Strong evocation; CL 14th; Craft Magic Arms and Armor, *ice storm*, *dispel magic*, *protection from energy*; Price 54,475 gp; Cost 27,375 gp and 5 sp + 2179 XP.

Holy Avenger: This +2 cold iron longsword becomes a +5 holy cold iron longsword in the hands of a paladin.

It provides spell resistance of 5 + the paladin's level to the wielder and anyone adjacent to her. It also enables the wielder to use *greater dispel magic* (once per round as a standard action) at the class level of the paladin. (Only the area dispel is possible, not the targeted dispel or counterspell versions of *greater dispel magic*.)

Strong abjuration; CL 18th; Craft Magic Arms and Armor, *holy aura*, creator must be good; Price 120,630 gp; Cost 60,630 gp + 4,800 XP.

Javelin of Lightning: This javelin becomes a 5d6 lightning bolt when thrown (Reflex DC 14 half). It is consumed in the attack.

Faint evocation; CL 5th; Craft Magic Arms and Armor, *lightning bolt*; Price 1,500 gp; Cost 750 gp + 30 XP.

Life-Drinker: This +1 greataxe is favored by undead and constructs, who do not suffer its drawback. A *life-drinker* bestows two negative levels on its target whenever it deals damage, just as if its target had been struck by an undead creature. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Each time a *life-drinker* deals damage to a foe, it also bestows one negative level on the wielder. Any negative level gained by the wielder in this fashion lasts for 1 hour.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *enervation*; Price 40,320 gp; Cost 20,320 gp + 1,600 XP.

Luck Blade: This +2 short sword gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the power of good fortune, usable once per day. This extraordinary ability allows its possessor to reroll one roll that she just made. She must take the result of the reroll, even if it's worse than the original roll. In addition, a *luck blade* may contain up to three wishes (when randomly rolled, a *luck blade* holds 1d4–1 wishes, minimum 0). When the last wish is used, the sword remains a +2 short sword, still grants the +1 luck bonus, and still grants its reroll power.

Strong evocation; CL 17th; Craft Magic Arms and Armor, *wish* or *miracle*; Price 22,060 gp (0 wishes), 62,360 gp (1 wish), 102,660 gp (2 wishes), 142,960 gp (3 wishes); Cost 11,030 gp + 882 XP (0 wishes), 31,180 gp + 2,494 XP (1 wish); 51,330 gp + 4,106 XP (2 wishes), 71,480 gp + 5,718 XP (3 wishes).

Mace of Smiting: This +3 adamantine heavy mace has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw). A critical hit dealt to an outsider deals x4 damage rather than x2.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *disintegrate*; Price 75,312 gp; Cost 39,312 gp + 2,880 XP.

Mace of Terror: On command, this +2 heavy mace causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot cone become panicked as if by a *fear* spell (Will DC 16 partial). They take a –2 morale penalty on saving throws, and they flee from the wielder. The wielder may use this ability up to three times per day.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *fear*; Price 38,552 gp; Cost 19,276 gp + 1,542 XP.

Masterwork Cold Iron Longsword: This nonmagical longsword is crafted out of cold iron. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 330 gp.

Nine Lives Stealer: This longsword always performs as a +2 longsword, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 longsword (with a hint of evil about it). A critical hit must be dealt for the sword's death-dealing ability to function, and this weapon has no

effect on creatures not subject to critical hits. The victim is entitled to a DC 20 Fortitude save to avoid death. If the save is successful, the sword's death-dealing ability does not function, no use of the ability is expended, and normal critical damage is determined. This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the sword is wielded. Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armor, *finger of death*; Price 23,057 gp; Cost 11,528 gp 5 sp + 922 XP.

Oathbow: Of elven make, this white +2 composite longbow (+2 Str bonus) whispers "Swift defeat to my enemies" in Elven when nocked and pulled. Once per day, if the firer swears aloud to slay her target (a free action), the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a +5 enhancement bonus, and arrows launched from it deal an additional 2d6 points of damage (and x4 on a critical hit instead of the normal x3). However, the bow is treated as only a masterwork weapon against all foes other than the sworn enemy, and the wielder takes a -1 penalty on attack rolls with any weapon other than the *oathbow*. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the *oathbow*, whichever comes first.

The *oathbow* may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the *oathbow*'s special power again until 24 hours have passed from the time he made the oath.

Strong evocation; CL 15th; Craft Magic Arms and Armor, creator must be an elf; Price 25,600 gp; Cost 13,100 gp + 1,000 XP.

Rapier of Puncturing: Three times per day, this +2 *wounding rapier* allows the wielder to make a touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *harm*; Price 50,320 gp; Cost 25,320 gp + 2,000 XP.

Screaming Bolt: One of these +2 bolts screams when fired, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a DC 14 Will save or become shaken. This is a mind-affecting fear effect.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *doom*; Price 267gp; Cost 128 gp and 5 sp + 10 XP.

Shatterspike: Wielders without the Improved Sunder feat use *Shatterspike* as a +1 longsword only; wielders with the Improved Sunder feat add a +4 bonus (including the sword's +1 enhancement bonus) to the opposed roll when attempting to strike a foe's weapon. If successful, *Shatterspike* deals 1d8+4 points of damage plus the wielder's Strength modifier to the target weapon (the target weapon's hardness must still be overcome with each hit). *Shatterspike* can damage weapons with an enhancement bonus of +4 or lower.

Strong evocation; CL 13th; Str 13, Craft Arms and Armor, Power Attack, Improved Sunder, *shatter*; Price 4,315 gp; Cost 2,315 gp + 160 XP; Weight 4 lb.

Shifter's Sorrow: This +1/+1 two-bladed sword has blades of alchemical silver. The weapon deals an extra 2d6 points of damage against any creature with the shapechanger subtype. When a shapechanger or a creature in an alternate form (such as a druid using wild shape) is struck by the weapon, it must make a DC 15 Will save or return to its natural form.

Strong transmutation; CL 15th; Craft Arms and Armor, *baleful polymorph*; Price 12,780 gp; Cost 6,780 gp + 480 XP; Weight 10 lb.

Silver Dagger, Masterwork: This masterwork alchemical silver dagger is nonmagical. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 322 gp.

Slaying Arrow: This +1 arrow is keyed to a particular type or subtype of creature. If it strikes such a creature, the target must make a DC 20 Fortitude save or die (or, in the case of unliving targets, be destroyed) instantly. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus *death ward* protects a target). To determine the type or subtype of creature the arrow is keyed to, roll on the table below.

A *greater slaying arrow* functions just like a normal *slaying arrow*, but the DC to avoid the death effect is 23.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *finger of death* (*slaying arrow*) or heightened *finger of death* (*greater slaying arrow*); Price 2,282 gp (*slaying arrow*) or 4,057 gp (*greater slaying arrow*); Cost 1,144 gp 5 sp + 91 XP (*slaying arrow*) or 2,032 gp + 162 XP (*greater slaying arrow*).

d%	Designated Type or Subtype
01–05	Aberrations
06–09	Animals
10–16	Constructs
17–22	Dragons
23–27	Elementals
28–32	Fey

33–39	Giants
40	Humanoids, aquatic
41–42	Humanoids, dwarf
43–44	Humanoids, elf
45	Humanoids, gnoll
46	Humanoids, gnome
47–49	Humanoids, goblinoid
50	Humanoids, halfling
51–54	Humanoids, human
55–57	Humanoids, reptilian
58–60	Humanoids, orc
61–65	Magical beasts
66–70	Monstrous humanoids
71–72	Oozes
73	Outsiders, air
74–76	Outsiders, chaotic
77	Outsiders, earth
78–80	Outsiders, evil
81	Outsiders, fire
82–84	Outsiders, good
85–87	Outsiders, lawful
88	Outsiders, water
89–90	Plants
91–98	Undead
99–100	Vermin

Sleep Arrow: This +1 arrow is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (in the same amount as would be lethal damage) and forces the target to make a DC 11 Will save or fall asleep.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *sleep*; Price 132 gp; Cost 69 gp 5 sp + 5 XP.

Sun Blade: This sword is the size of a bastard sword. However, a *sun blade* is wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally, but the benefits of those feats do not stack.

In normal combat, the glowing golden blade of the weapon is equal to a +2 *bastard sword*. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

The blade also has a special *sunlight* power. Once per day, the wielder can swing the blade vigorously above her head while speaking a command word. The *sunblade* then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and extends outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All *sun blades* are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *daylight*, creator must be good; Price 50,335 gp; Cost 25,335 gp + 2,000 XP.

Sword of Life Stealing: This black iron +2 *longsword* bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Strong necromancy; CL 17th; Craft Magic Arms and Armor, *enervation*; Price 25,715 gp; Cost 12,857 gp and 5 sp + 1,029 XP.

Sword of the Planes: This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. (The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals.) It operates as a +3 *longsword* on the Astral Plane or the Ethereal Plane or when used against opponents native to either of those planes. On any other plane, or against any outsider, it functions as a +4 *longsword*.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *plane shift*; Price 22,315 gp; Cost 11,157 gp and 5 sp + 893 XP.

Sword of Subtlety: A +1 *short sword* with a thin, dull gray blade, this weapon provides a +4 bonus on its wielder's attack and damage rolls when he is making a sneak attack with it.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, *blur*; Price 22,310 gp; Cost 11,155 gp + 892 XP.

Sylvan Scimitar: This +3 *scimitar*, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals an extra 1d6 points of damage.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, *divine power* or creator must be a 7th-level druid; Price 47,315gp; Cost 23,657 gp and 5 sp + 1,893 XP.

Trident of Fish Command: The magical properties of this +1 *trident* with a 6-foot-long haft enable its wielder to *charm* up to 14 HD of aquatic animals (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident. The trident can be used up to three times per day.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor, *speak with animals*; Price 18,650 gp; Cost 9,325 gp + 746 XP.

Trident of Warning: A weapon of this type enables its wielder to determine the location, depth, kind, and number of aquatic predators within 680 feet. A *trident of warning* must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 680 feet. The weapon is otherwise a +2 *trident*.

Moderate divination; CL 7th; Craft Magic Arms and Armor, *locate creature*; Price 10,115 gp; Cost 5,057 gp and 5 sp + 405 XP.

MAGIC ITEMS III (POTIONS, RINGS, & RODS)

POTIONS AND OILS

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

Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect—the caster who brewed the potion has already done so. The drinker of a potion is both the effective target and the caster of the effect (though the potion indicates the caster level, the drinker still controls the effect).

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

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

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

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

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

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

Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.

A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature.

Potion Descriptions

The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified).

Table: Potions and Oils

Minor	Medium	Major	Potion or Oil	Market Price
01–10	—	—	<i>Cure light wounds</i> (potion)	50 gp
11–13	—	—	<i>Endure elements</i> (potion)	50 gp
14–15	—	—	<i>Hide from animals</i> (potion)	50 gp
16–17	—	—	<i>Hide from undead</i> (potion)	50 gp
18–19	—	—	<i>Jump</i> (potion)	50 gp
20–22	—	—	<i>Mage armor</i> (potion)	50 gp
23–25	—	—	<i>Magic fang</i> (potion)	50 gp
26	—	—	<i>Magic stone</i> (oil)	50 gp
27–29	—	—	<i>Magic weapon</i> (oil)	50 gp
30	—	—	<i>Pass without trace</i> (potion)	50 gp
31–32	—	—	<i>Protection from (alignment)</i> (potion)	50 gp
33–34	—	—	<i>Remove fear</i> (potion)	50 gp
35	—	—	<i>Sanctuary</i> (potion)	50 gp
36–38	—	—	<i>Shield of faith +2</i> (potion)	50 gp
39	—	—	<i>Shillelagh</i> (oil)	50 gp
40–41	01–02	—	<i>Bless weapon</i> (oil)	100 gp
42–44	03–04	—	<i>Enlarge person</i> (potion)	250 gp
45	05	—	<i>Reduce person</i> (potion)	250 gp
46–47	06	—	<i>Aid</i> (potion)	300 gp
48–50	07	—	<i>Barkskin +2</i> (potion)	300 gp
51–53	08–10	—	<i>Bear's endurance</i> (potion)	300 gp

54–56	11–13	01–02	<i>Blur</i> (potion)	300 gp
57–59	14–16	—	<i>Bull's strength</i> (potion)	300 gp
60–62	17–19	—	<i>Cat's grace</i> (potion)	300 gp
63–67	20–27	03–07	<i>Cure moderate wounds</i> (potion)	300 gp
68	28	—	<i>Darkness</i> (oil)	300 gp
69–71	29–30	08–09	<i>Darkvision</i> (potion)	300 gp
72–74	31	—	<i>Delay poison</i> (potion)	300 gp
75–76	32–33	—	<i>Eagle's splendor</i> (potion)	300 gp
77–78	34–35	—	<i>Fox's cunning</i> (potion)	300 gp
79–81	36–37	10–11	<i>Invisibility</i> (potion or oil)	300 gp
82–84	38	12	<i>Lesser restoration</i> (potion)	300 gp
85–86	39	—	<i>Levitate</i> (potion or oil)	300 gp
87	40	—	<i>Misdirection</i> (potion)	300 gp
88–89	41–42	—	<i>Owl's wisdom</i> (potion)	300 gp
90–91	43	—	<i>Protection from arrows 10/magic</i> (potion)	300 gp
92–93	44	13	<i>Remove paralysis</i> (potion)	300 gp
94–96	45–46	—	<i>Resist energy (type) 10</i> (potion)	300 gp
97	47–48	14	<i>Shield of faith +3</i> (potion)	300 gp
98–99	49	—	<i>Spider climb</i> (potion)	300 gp
100	50	15	<i>Undetectable alignment</i> (potion)	300 gp
—	51	16	<i>Barkskin +3</i> (potion)	600 gp
—	52	17–18	<i>Shield of faith +4</i> (potion)	600 gp
—	53–55	19–20	<i>Resist energy (type) 20</i> (potion)	700 gp
—	56–60	21–28	<i>Cure serious wounds</i> (potion)	750 gp
—	61	29	<i>Daylight</i> (oil)	750 gp
—	62–64	30–32	<i>Displacement</i> (potion)	750 gp
—	65	33	<i>Flame arrow</i> (oil)	750 gp
—	66–68	34–38	<i>Fly</i> (potion)	750 gp
—	69	39	<i>Gaseous form</i> (potion)	750 gp
—	70–71	—	<i>Greater magic fang +1</i> (potion)	750 gp
—	72–73	—	<i>Greater magic weapon +1</i> (oil)	750 gp
—	74–75	40–41	<i>Haste</i> (potion)	750 gp
—	76–78	42–44	<i>Heroism</i> (potion)	750 gp
—	79–80	45–46	<i>Keen edge</i> (oil)	750 gp
—	81	47	<i>Magic circle against (alignment)</i> (potion)	750 gp
—	82–83	—	<i>Magic vestment +1</i> (oil)	750 gp
—	84–86	48–50	<i>Neutralize poison</i> (potion)	750 gp
—	87–88	51–52	<i>Nondetection</i> (potion)	750 gp
—	89–91	53–54	<i>Protection from energy (type)</i> (potion)	750 gp
—	92–93	55	<i>Rage</i> (potion)	750 gp
—	94	56	<i>Remove blindness/deafness</i> (potion)	750 gp
—	95	57	<i>Remove curse</i> (potion)	750 gp
—	96	58	<i>Remove disease</i> (potion)	750 gp
—	97	59	<i>Tongues</i> (potion)	750 gp
—	98–99	60	<i>Water breathing</i> (potion)	750 gp
—	100	61	<i>Water walk</i> (potion)	750 gp
—	—	62–63	<i>Barkskin +4</i> (potion)	900 gp
—	—	64	<i>Shield of faith +5</i> (potion)	900 gp
—	—	65	<i>Good hope</i> (potion)	1,050 gp
—	—	66–68	<i>Resist energy (type) 30</i> (potion)	1,100 gp
—	—	69	<i>Barkskin +5</i> (potion)	1,200 gp
—	—	70–73	<i>Greater magic fang +2</i> (potion)	1,200 gp
—	—	74–77	<i>Greater magic weapon +2</i> (oil)	1,200 gp
—	—	78–81	<i>Magic vestment +2</i> (oil)	1,200 gp
—	—	82	<i>Protection from arrows 15/magic</i> (potion)	1,500 gp
—	—	83–85	<i>Greater magic fang +3</i> (potion)	1,800 gp

—	—	86–88	<i>Greater magic weapon +3 (oil)</i>	1,800 gp
—	—	89–91	<i>Magic vestment +3 (oil)</i>	1,800 gp
—	—	92–93	<i>Greater magic fang +4 (potion)</i>	2,400 gp
—	—	94–95	<i>Greater magic weapon +4 (oil)</i>	2,400 gp
—	—	96–97	<i>Magic vestment +4 (oil)</i>	2,400 gp
—	—	98	<i>Greater magic fang +5 (potion)</i>	3,000 gp
—	—	99	<i>Greater magic weapon +5 (oil)</i>	3,000 gp
—	—	100	<i>Magic vestment +5 (oil)</i>	3,000 gp

RINGS

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a ring.

A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

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

Activation: Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

Special Qualities: Roll d%. A result of 01 indicates the ring is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Rings with charges can never be intelligent.

Table: Rings

Minor	Medium	Major	Ring	Market Price
01–18	—	—	<i>Protection +1</i>	2,000 gp
19–28	—	—	<i>Feather falling</i>	2,200 gp
29–36	—	—	<i>Sustenance</i>	2,500 gp
37–44	—	—	<i>Climbing</i>	2,500 gp
45–52	—	—	<i>Jumping</i>	2,500 gp
53–60	—	—	<i>Swimming</i>	2,500 gp
61–70	01–05	—	<i>Counterspells</i>	4,000 gp
71–75	06–08	—	<i>Mind shielding</i>	8,000 gp
76–80	09–18	—	<i>Protection +2</i>	8,000 gp
81–85	19–23	—	<i>Force shield</i>	8,500 gp
86–90	24–28	—	<i>Ram</i>	8,600 gp
—	29–34	—	<i>Climbing, improved</i>	10,000 gp
—	35–40	—	<i>Jumping, improved</i>	10,000 gp
—	41–46	—	<i>Swimming, improved</i>	10,000 gp
91–93	47–51	—	<i>Animal friendship</i>	10,800 gp
94–96	50–56	01–02	<i>Energy resistance, minor</i>	12,000 gp
97–98	57–61	—	<i>Chameleon power</i>	12,700 gp
99–100	62–66	—	<i>Water walking</i>	15,000 gp
—	67–71	03–07	<i>Protection +3</i>	18,000 gp
—	72–76	08–10	<i>Spell storing, minor</i>	18,000 gp
—	77–81	11–15	<i>Invisibility</i>	20,000 gp
—	82–85	16–19	<i>Wizardry (I)</i>	20,000 gp
—	86–90	20–25	<i>Evasion</i>	25,000 gp
—	91–93	26–28	<i>X-ray vision</i>	25,000 gp
—	94–97	29–32	<i>Blinking</i>	27,000 gp
—	98–100	33–39	<i>Energy resistance, major</i>	28,000 gp
—	—	40–49	<i>Protection +4</i>	32,000 gp
—	—	50–55	<i>Wizardry (II)</i>	40,000 gp
—	—	56–60	<i>Freedom of movement</i>	40,000 gp
—	—	61–63	<i>Energy resistance, greater</i>	44,000 gp
—	—	64–65	<i>Friend shield (pair)</i>	50,000 gp
—	—	66–70	<i>Protection +5</i>	50,000 gp

—	—	71–74	<i>Shooting stars</i>	50,000 gp
—	—	75–79	<i>Spell storing</i>	50,000 gp
—	—	80–83	<i>Wizardry (III)</i>	70,000 gp
—	—	84–86	<i>Telekinesis</i>	75,000 gp
—	—	87–88	<i>Regeneration</i>	90,000 gp
—	—	89	<i>Three wishes</i>	97,950 gp
—	—	90–92	<i>Spell turning</i>	98,280 gp
—	—	93–94	<i>Wizardry (IV)</i>	100,000 gp
—	—	95	<i>Djinni calling</i>	125,000 gp
—	—	96	<i>Elemental command (air)</i>	200,000 gp
—	—	97	<i>Elemental command (earth)</i>	200,000 gp
—	—	98	<i>Elemental command (fire)</i>	200,000 gp
—	—	99	<i>Elemental command (water)</i>	200,000 gp
—	—	100	<i>Spell storing, major</i>	200,000 gp

Ring Descriptions

Standard rings are described below.

Animal Friendship: On command, this ring affects an animal as if the wearer had cast *charm animal*.

Faint enchantment; CL 3rd; Forge Ring, *charm animal*; Price 10,800 gp.

Blinking: On command, this ring makes the wearer blink, as with the *blink* spell.

Moderate transmutation; CL 7th; Forge Ring, *blink*; Price 27,000 gp.

Chameleon Power: As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +10 competence bonus on her Hide checks. As a standard action, she can also command the ring to utilize the spell *disguise self* as often as she wants.

Faint illusion; CL 3rd; Forge Ring, *disguise self, invisibility*; Price 12,700 gp.

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

Faint transmutation; CL 5th; Forge Ring, creator must have 5 ranks in the Climb skill; Price 2,500 gp.

Climbing, Improved: As climbing, except it grants a +10 competence bonus on its wearer's Climb checks.

Faint transmutation; CL 5th; Forge Ring, creator must have 10 ranks in the Climb skill; Price 10,000 gp.

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

Moderate evocation; CL 11th; Forge Ring, *imbue with spell ability*; Price 4,000 gp.

Djinni Calling: One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special *gate* by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed (a standard action), the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.

Strong conjuration; CL 17th; Forge Ring, *gate*; Price 125,000 gp.

Elemental Command: All four kinds of *elemental command* rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*, Will DC 17 negates). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made. Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a *ring of elemental command* takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	–2 against earth-based effects

Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind.

Ring of Elemental Command (Air)

- *Feather fall* (unlimited use, wearer only)
- *Resist energy (electricity)* (unlimited use, wearer only)
- *Gust of wind* (twice per day)
- *Wind wall* (unlimited use)
- *Air walk* (once per day, wearer only)
- *Chain lightning* (once per week)

The ring appears to be a *ring of feather falling* until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

Ring of Elemental Command (Earth)

- *Meld into stone* (unlimited use, wearer only)
- *Soften earth or stone* (unlimited use)
- *Stone shape* (twice per day)
- *Stoneskin* (once per week, wearer only)
- *Passwall* (twice per week)
- *Wall of stone* (once per day)

The ring appears to be a *ring of meld into stone* until the established condition is met.

Ring of Elemental Command (Fire)

- *Resist energy (fire)* (as a major *ring of energy resistance [fire]*)
- *Burning hands* (unlimited use)
- *Flaming sphere* (twice per day)
- *Pyrotechnics* (twice per day)
- *Wall of fire* (once per day)
- *Flame strike* (twice per week)

The ring appears to be a *major ring of energy resistance (fire)* until the established condition is met.

Ring of Elemental Command (Water)

- *Water walk* (unlimited use)
- *Create water* (unlimited use)
- *Water breathing* (unlimited use)
- *Wall of ice* (once per day)
- *Ice storm* (twice per week)
- *Control water* (twice per week)

The ring appears to be a *ring of water walking* until the established condition is met.

Strong conjuration; CL 15th; Forge Ring, *summon monster VI*, all appropriate spells; Price 200,000 gp.

Energy Resistance: This reddish iron ring continually protects the wearer from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A *minor ring of energy resistance* grants 10 points of resistance. A *major ring of energy resistance* grants 20 points of resistance. A *greater ring of energy resistance* grants 30 points of resistance.

Faint (minor or major) or moderate (greater) abjuration; CL 3rd (minor), 7th (major), or 11th (greater); Forge Ring, *resist energy*; Price 12,000 gp (minor), 28,000 gp (major), 44,000 gp (greater).

Evasion: This ring continually grants the wearer the ability to avoid damage as if she had evasion. Whenever she makes a Reflex saving throw to determine whether she takes half damage, a successful save results in no damage.

Moderate transmutation; CL 7th; Forge Ring, *jump*; Price 25,000 gp.

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

Faint transmutation; CL 1st; Forge Ring, *feather fall*; Price 2,200 gp.

Force Shield: An iron band, this simple ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a heavy shield (+2 AC). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Moderate evocation; CL 9th; Forge Ring, *wall of force*; Price 8,500 gp.

Freedom of Movement: This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

Moderate abjuration; CL 7th; Forge Ring, *freedom of movement*; Price 40,000 gp.

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

Moderate abjuration; CL 10th; Forge Ring, *shield other*; Price 50,000 gp (for a pair).

Invisibility: By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell.

Faint illusion; CL 3rd; Forge Ring, *invisibility*; Price 20,000 gp.

Jumping: This ring continually allows the wearer to leap about, providing a +5 competence bonus on all his Jump checks.

Faint transmutation; CL 2nd; Forge Ring, creator must have 5 ranks in the Jump skill; Price 2,500 gp.

Jumping, Improved: As jumping, except it grants a +10 competence bonus on its wearer's Jump check.

Moderate transmutation; CL 7th; Forge Ring, creator must have 10 ranks in the Jump skill; Price 10,000 gp.

Mind Shielding: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern her alignment.

Faint abjuration; CL 3rd; Forge Ring, *nondetection*; Price 8,000 gp.

Protection: This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Faint abjuration; CL 5th; Forge Ring, *shield of faith*, caster must be of a level at least three times greater than the bonus of the ring; Price 2,000 gp (*ring* +1); 8,000 gp (*ring* +2); 18,000 gp (*ring* +3); 32,000 gp (*ring* +4); 50,000 gp (*ring* +5).

Ram: The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device.

The wearer can command the ring to give forth a ramlike force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring-wearer. (The ram has Strength 25 and is Large.) The ram gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with Strength 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Moderate transmutation; CL 9th; Forge Ring, *bull's strength*, *telekinesis*; Price 8,600 gp.

Regeneration: This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring *regenerates* it as the spell. In either case, only damage taken while wearing the ring is regenerated.

Strong conjuration; CL 15th; Forge Ring, *regenerate*; Price 90,000 gp.

Shooting Stars: This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night.

During the night under the open sky or in areas of shadow or darkness, the *ring of shooting stars* can perform the following functions on command.

- *Dancing lights* (once per hour)
- *Light* (twice per night)
- *Ball lightning* (special, once per night)
- *Shooting stars* (special, three per week)

The first special function, *ball lightning*, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble *dancing lights*, and the ring wearer controls them in the same fashion (see the *dancing lights* spell description). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created.

Number of Balls	Damage per Ball
4 lightning balls	1d6 points of damage each
3 lightning balls	2d6 points of damage each
2 lightning balls	3d6 points of damage each
1 lightning ball	4d6 points of damage

Once the *ball lightning* function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.)

The second special function produces three *shooting stars* that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread (as a *fireball*) in a 5-foot-radius sphere for 24 points of fire damage.

Any creature struck by a *shooting star* takes full damage from impact plus full fire damage from the spread unless it makes a DC 13 Reflex save. Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful DC 13 Reflex save. Range is 70 feet, at the end of which the *shooting star* explodes, unless it strikes a creature or object before that. A *shooting star* always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or underground, the *ring of shooting stars* has the following properties.

- *Faerie fire* (twice per day)
- *Spark shower* (special, once per day)

The *spark shower* is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.

Strong evocation; CL 12th; Forge Ring, *light, faerie fire, fireball, lightning bolt*; Price 50,000 gp.

Spell Storing, Minor: A *minor ring of spell storing* contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the three-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the *minor ring of spell storing*.

The ring magically imparts to the wearer the names of all spells currently stored within it.

Faint evocation; CL 5th; Forge Ring, *imbue with spell ability*; Price 18,000 gp.

Spell Storing: As the *minor ring of spell storing*, except it holds up to five levels of spells.

Moderate evocation; CL 9th; Forge Ring, *imbue with spell ability*; Price 50,000 gp.

Spell Storing, Major: As the *minor ring of spell storing*, except it holds up to ten levels of spells.

Strong evocation; CL 17th; Forge Ring, *imbue with spell ability*; Price 200,000 gp.

Spell Turning: Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.

Strong abjuration; CL 13th; Forge Ring, *spell turning*; Price 98,280 gp.

Sustenance: This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself.

Faint conjuration; CL 5th; Forge Ring, *create food and water*; Price 2,500 gp.

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

Faint transmutation; CL 2nd; Forge Ring, creator must have 5 ranks in the Swim skill; Price 2,500 gp.

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

Moderate transmutation; CL 7th; Forge Ring, creator must have 10 ranks in the Swim skill; Price 10,000 gp.

Telekinesis: This ring allows the caster to use the spell *telekinesis* on command.

Moderate transmutation; CL 9th; Forge Ring, *telekinesis*; Price 75,000 gp.

Three Wishes: This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a *wish* is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the *wishes* are used, the ring becomes a nonmagical item.

Strong evocation (if *miracle* is used); CL 20th; Forge Ring, *wish or miracle*; Price 97,950 gp; Cost 11,475 gp + 15,918 XP.

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

Moderate transmutation; CL 9th; Forge Ring, *water walk*; Price 15,000 gp.

Wizardry: This special ring comes in four kinds (*ring of wizardry I*, *ring of wizardry II*, *ring of wizardry III*, and *ring of wizardry IV*), all of them useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for one specific spell level. A *ring of wizardry I* doubles 1st-level spells, a *ring of wizardry II* doubles 2nd-level spells, a *ring of wizardry III* doubles 3rd-level spells, and a *ring of wizardry IV* doubles 4th-level spells. Bonus spells from high ability scores or school specialization are not doubled.

Moderate (*wizardry I*) or strong (*wizardry II–IV*) (no school); CL 11th (*I*), 14th (*II*), 17th (*III*), 20th (*IV*); Forge Ring, *limited wish*; Price 20,000 gp (*I*), 40,000 gp (*II*), 70,000 gp (*III*), 100,000 gp (*IV*).

X-Ray Vision: On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision

can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

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

Moderate divination; CL 6th; Forge Ring, *true seeing*; Price 25,000 gp.

RODS

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

Physical Description: Rods weigh approximately 5 pounds.

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

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

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

Special Qualities: Roll d%. A 01 result indicates the rod is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Rods with charges can never be intelligent.

Table: Rods

Medium	Major	Rod	Market Price
01–07	—	Metamagic, <i>Enlarge, lesser</i>	3,000 gp
08–14	—	Metamagic, <i>Extend, lesser</i>	3,000 gp
15–21	—	Metamagic, <i>Silent, lesser</i>	3,000 gp
22–28	—	<i>Immovable</i>	5,000 gp
29–35	—	Metamagic, <i>Empower, lesser</i>	9,000 gp
36–42	—	<i>Metal and mineral detection</i>	10,500 gp
43–53	01–04	<i>Cancellation</i>	11,000 gp
54–57	05–06	Metamagic, <i>Enlarge</i>	11,000 gp
58–61	07–08	Metamagic, <i>Extend</i>	11,000 gp
62–65	09–10	Metamagic, <i>Silent</i>	11,000 gp
66–71	11–14	<i>Wonder</i>	12,000 gp
72–79	15–18	<i>Python</i>	13,000 gp
80–83	—	Metamagic, <i>Maximize, lesser</i>	14,000 gp
84–89	19–21	<i>Flame extinguishing</i>	15,000 gp
90–97	22–25	<i>Viper</i>	19,000 gp
—	26–30	<i>Enemy detection</i>	23,500 gp
—	31–36	Metamagic, <i>Enlarge, greater</i>	24,500 gp
—	37–42	Metamagic, <i>Extend, greater</i>	24,500 gp
—	43–48	Metamagic, <i>Silent, greater</i>	24,500 gp
—	49–53	<i>Splendor</i>	25,000 gp
—	54–58	<i>Withering</i>	25,000 gp
98–99	59–64	Metamagic, <i>Empower</i>	32,500 gp
—	65–69	<i>Thunder and lightning</i>	33,000 gp
100	70–73	Metamagic, <i>Quicken, lesser</i>	35,000 gp
—	74–77	<i>Negation</i>	37,000 gp
—	78–80	<i>Absorption</i>	50,000 gp
—	81–84	<i>Flailing</i>	50,000 gp
—	85–86	Metamagic, <i>Maximize</i>	54,000 gp
—	87–88	<i>Rulership</i>	60,000 gp
—	89–90	<i>Security</i>	61,000 gp
—	91–92	<i>Lordly might</i>	70,000 gp
—	93–94	Metamagic, <i>Empower, greater</i>	73,000 gp
—	95–96	Metamagic, <i>Quicken</i>	75,500 gp
—	97–98	<i>Alertness</i>	85,000 gp
—	99	Metamagic, <i>Maximize, greater</i>	121,500 gp
—	100	Metamagic, <i>Quicken, greater</i>	170,000 gp

Rod Descriptions

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

Absorption: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or her gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of her own. She can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell she has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know. A *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

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

Strong abjuration; CL 15th; Craft Rod, *spell turning*; Price 50,000 gp.

Alertness: This rod is indistinguishable from a +1 *light mace*. It has eight flanges on its macelike head. The rod bestows a +1 insight bonus on initiative checks. If grasped firmly, the rod enables the holder to use *detect evil*, *detect good*, *detect chaos*, *detect law*, *detect magic*, *discern lies*, *light*, or *see invisibility*. Each different use is a standard action.

If the head of a *rod of alertness* is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day. Last, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any eleven (or fewer) Small objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds. The rod can perform this function once per day.

Moderate abjuration, divination, enchantment, and evocation; CL 11th; Craft Rod, *alarm*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *discern lies*, *light*, *see invisibility*, *prayer*, *animate objects*; Price 85,000 gp.

Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a DC 23 Will save to prevent the rod from draining it. If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by *wish* or *miracle*. (If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.)

Strong abjuration; CL 17th; Craft Rod, *mage's disjunction*; Price 11,000 gp.

Enemy Detection: This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet. If the bearer of the rod concentrates for a full round, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range. The rod can be used three times each day, each use lasting up to 10 minutes. Activating the rod is a standard action.

Moderate divination; CL 10th; Craft Rod, *true seeing*; Price 23,500 gp.

Flailing: Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a +3 *dire flail*. The dire flail is a double weapon, which means that each of the weapon's heads can be used to attack. The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a –2 penalty (as if she had the Two-Weapon Fighting feat).

Once per day the wielder can use a free action to cause the rod to grant her a +4 deflection bonus to Armor Class and a +4 resistance bonus on saving throws for 10 minutes. The rod need not be in weapon form to grant this benefit.

Transforming it into a weapon or back into a rod is a move action.

Moderate enchantment; CL 9th; Craft Rod, Craft Magic Arms and Armor, *bless*; Price 50,000 gp.

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

Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium or smaller (such as that of a flaming weapon or a *burning hands* spell), expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.

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

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

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

Strong transmutation; CL 12th; Craft Rod, *pyrotechnics*; Price 15,000 gp.

Immovable Rod: This rod is a flat iron bar with a small button on one end. When the button is pushed (a move action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Several *immovable rods* can even make a ladder when used together (although only two are needed). An *immovable rod* can support up to 8,000 pounds before falling to the ground. If a creature pushes against an *immovable rod*, it must make a DC 30 Strength check to move the rod up to 10 feet in a single round.

Moderate transmutation; CL 10th; Craft Rod, *levitate*; Price 5,000 gp.

Lordly Might: This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six studlike buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day.

- *Hold person* upon touch, if the wielder so commands (Will DC 14 negates). The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.
- *Fear* upon all enemies viewing it, if the wielder so desires (10-foot maximum range, Will DC 16 partial). Invoking this power is a standard action.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack (Will DC 17 half) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *hold person*.

The following weapon functions of the rod have no limit on the number of times they can be employed.

- In its normal form, the rod can be used as a +2 *light mace*.
- When button 1 is pushed, the rod becomes a +1 *flaming longsword*. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.
- When button 2 is pushed, the rod becomes a +4 *battleaxe*. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a +3 *shortspear* or +3 *longspear*. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed.

- Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength modifier of +12.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

Strong enchantment, evocation, necromancy, and transmutation; CL 19th; Craft Rod, Craft Magic Arms and Armor, *inflict light wounds*, *bull's strength*, *flame blade*, *hold person*, *fear*; Price 70,000 gp.

Metal and Mineral Detection: This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action.

Moderate divination; CL 9th; Craft Rod, *locate object*; Price 10,500 gp.

Metamagic Rods: Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast. Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses.

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Metamagic, Empower: The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat.

Strong (no school); CL 17th; Craft Rod, Empower Spell; Price 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater).

Metamagic, Enlarge: The wielder can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat.

Strong (no school); CL 17th; Craft Rod, Enlarge Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Metamagic, Extend: The wielder can cast up to three spells per day that are extended as though using the Extend Spell feat.

Strong (no school); CL 17th; Craft Rod, Extend Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Metamagic, Maximize: The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat.

Strong (no school); CL 17th; Craft Rod, Maximize Spell feat; Price 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater).

Metamagic, Quicken: The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.

Strong (no school); CL 17th; Craft Rod, Quicken Spell; Price 35,000 gp (lesser), 75,500 gp (normal), 170,000 gp (greater).

Metamagic, Silent: The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat.

Strong (no school); CL 17th; Craft Rod, Silent Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Negation: This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray functions as a *greater dispel magic* spell, except it only affects magic items. To negate instantaneous effects from an item, the rod wielder needs to have used a ready action. The dispel check uses the rod's caster level (15th). The target item gets no saving throw, although the rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

Strong varied; CL 15th; Craft Rod, *dispel magic*, and *limited wish* or *miracle*; Price 37,000 gp.

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

Moderate transmutation; CL 10th; Craft Rod, Craft Magic Arms and Armor, *baleful polymorph*, creator must be good; Price 13,000 gp.

Rulership: This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a DC 16 Will save to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

Strong enchantment; CL 20th; Craft Rod, *mass charm monster*; Price 60,000 gp; Cost 27,500 gp + 2,200 XP.

Security: This item creates a nondimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. All fractions are rounded down.

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

Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures get a DC 17 Will save to negate the effect. If such a creature succeeds on its save, other creatures beyond that point in a chain can still be affected by the rod.

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

Strong conjuration; CL 20th; Craft Rod, *gate*; Price 61,000 gp.

Splendor: The possessor of this rod gains a +4 enhancement bonus to her Charisma score for as long as she holds or carries the item. Once per day, the rod creates and garbs her in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence for 12 hours. However, if the possessor attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from her.

The value of noble garb created by the rod ranges from 7,000 to 10,000 gp ($1d4+6 \times 1,000$ gp)—1,000 gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).

In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent—a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

Strong conjuration and transmutation; CL 12th; Craft Rod, *eagle's splendor, fabricate, major creation*; Price 25,000 gp.

Thunder and Lightning: Constructed of iron set with silver rivets, this rod has the properties of a +2 *light mace*. Its other magical powers are as follows.

- **Thunder:** Once per day, the rod can strike as a +3 *light mace*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude DC 16 negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.
- **Lightning:** Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 *light mace* (1d6+2) and an extra 2d6 points of electricity damage. Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack hit, then the 2d6 points of electricity damage still applies. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.
- **Thunderclap:** Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).
- **Lightning Stroke:** Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt (9d6 points of electricity damage, Reflex DC 16 half) to a range of 200 feet.
- **Thunder and Lightning:** Once per week as a standard action, the wielder of the rod can combine the *thunderclap* described above with a lightning bolt, as in the *lightning stroke*. The thunderclap affects all within 10 feet of the bolt. The *lightning stroke* deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the *thunderclap* deals 2d6 points of sonic damage. A single DC 16 Reflex save applies for both effects.

Moderate evocation; CL 9th; Craft Rod, Craft Magic Arms and Armor, *lightning bolt, shout*; Price 33,000 gp.

Viper: This rod strikes as a +2 *heavy mace*. Once per day, upon command, the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit. The poison deals 1d10 points of Constitution damage immediately (Fortitude DC 14 negates) and another 1d10 points of Constitution damage 1 minute later (Fortitude DC 14 negates). The rod only functions if its possessor is evil.

Moderate necromancy; CL 10th; Craft Rod, Craft Magic Arms and Armor, *poison*, creator must be evil; Price 19,000 gp.

Withering: A rod of withering acts as a +1 *light mace* that deals no hit point damage. Instead, the wielder deals 1d4 points of Strength damage and 1d4 points of Constitution damage to any creature she touches with the rod (by making a melee touch attack). If she scores a critical hit, the damage from that hit is permanent ability drain. In either case, the defender negates the effect with a DC 17 Fortitude save.

Strong necromancy; CL 13th; Craft Rod, Craft Magic Arms and Armor, *contagion*; Price 25,000 gp.

Wonder: A rod of wonder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. (Activating the rod is a standard action.) Typical powers of the rod include the following.

d%	Wondrous Effect
01–05	Slow creature pointed at for 10 rounds (Will DC 15 negates).
06–10	Faerie fire surrounds the target.
11–15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16–20	Gust of wind, but at windstorm force (Fortitude DC 14 negates).
21–25	Wielder learns target's surface thoughts (as with <i>detect thoughts</i>) for 1d4 rounds (no save).
26–30	Stinking cloud at 30-ft. range (Fortitude DC 15 negates).
31–33	Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
34–36	Summon an animal—a rhino (01–25 on d%), elephant (26–50), or mouse (51–100).
37–46	Lightning bolt (70 ft. long, 5 ft. wide), 6d6 damage (Reflex DC 15 half).
47–49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (Reflex DC 14 negates).
50–53	Enlarge person if within 60 ft. of rod (Fortitude DC 13 negates).
54–58	Darkness, 30-ft.-diameter hemisphere, centered 30 ft. away from rod.
59–62	Grass grows in 160-sq.-ft. area before the rod, or grass existing there grows to ten times normal size.
63–65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
66–69	Reduce wielder to 1/12 height (no save).
70–79	Fireball at target or 100 ft. straight ahead, 6d6 damage (Reflex DC 15 half).
80–84	Invisibility covers rod wielder.
85–87	Leaves grow from target if within 60 ft. of rod. These last 24 hours.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets.

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- 91–95 Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates).
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- 96–97 Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
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- 98–100 *Flesh to stone* (or *stone to flesh* if target is stone already) if target is within 60 ft. (Fortitude DC 18 negates). Moderate enchantment; CL 10th; Craft Rod, *confusion*, creator must be chaotic; Price 12,000 gp.

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MAGIC ITEMS IV (SCROLLS, STAFFS, & WANDS)

SCROLLS

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

Physical Description: A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

Activation: To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 20 + spell level).

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that he or she can proceed directly to the next step when the time comes to use the scroll.

Activate the Spell: Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll. Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be. Using a scroll is like casting a spell for purposes of arcane spell failure chance.

To have any chance of activating a scroll spell, the scroll user must meet the following requirements.

- The spell must be of the correct type (arcane or divine). Arcane spellcasters (wizards, sorcerers, and bards) can only use scrolls containing arcane spells, and divine spellcasters (clerics, druids, paladins, and rangers) can only use scrolls containing divine spells. (The type of scroll a character creates is also determined by his or her class.)
- The user must have the spell on his or her class list.
- The user must have the requisite ability score.

If the user meets all the requirements noted above, and her caster level is at least equal to the spell's caster level, she can automatically activate the spell without a check. If she meets all three requirements but her own caster level is lower than the scroll spell's caster level, then she has to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If she fails, she must make a DC 5 Wisdom check to avoid a mishap (see Scroll Mishaps, below). A natural roll of 1 always fails, whatever the modifiers.

Determine Effect: A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way.

Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise.

The writing for an activated spell disappears from the scroll.

Scroll Mishaps: When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.
- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Some innocuous item or items appear in the spell's area.
- Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

Several arcane spells are different in level for sorcerers and wizards than they are for bards. Such spells appear on the table at the level appropriate to a sorcerer or wizard (considered the default because bards typically don't involve themselves in scribing scrolls).

Likewise, some divine spells are different in level for clerics and druids than they are for paladins and rangers. Such spells appear at the level appropriate to a cleric or druid (considered the default because paladins and rangers typically don't involve themselves in scribing scrolls).

If a divine spell is cast at different levels by clerics and druids, it appears at the level appropriate to a cleric (considered the default choice between clerics and druids).

Many spells are either arcane or divine, depending on the class of the caster. Such spells appear on both lists at the level appropriate to the class of the arcane or divine caster.

Table: Scroll Types

d% roll	Type
01–70	Arcane
71–100	Divine

Table: Number of Spells on a Scroll

Scroll Type	Number of Spells
Minor scroll	1d3 spells
Medium scroll	1d4 spells
Major scroll	1d6 spells

Table: Scroll Spell Levels

Minor	Medium	Major	Spell Level	Spell's Caster Level ¹
01–05	—	—	0	1st
06–50	—	—	1st	1st
51–95	01–05	—	2nd	3rd
96–100	06–65	—	3rd	5th
—	66–95	01–05	4th	7th
—	96–100	06–50	5th	9th
—	—	51–70	6th	11th
—	—	71–85	7th	13th
—	—	86–95	8th	15th
—	—	95–100	9th	17th

1 These numbers assume that the creator is a cleric, druid, or wizard.

Table: Arcane Spell Scrolls

0-Level Arcane Spells

d%	Spell	Market Price
01–04	<i>acid splash</i>	12 gp 5 sp
05–08	<i>arcane mark</i>	12 gp 5 sp
09–13	<i>dancing lights</i>	12 gp 5 sp
14–17	<i>daze</i>	12 gp 5 sp
18–24	<i>detect magic</i>	12 gp 5 sp
25–28	<i>detect poison</i>	12 gp 5 sp
29–32	<i>disrupt undead</i>	12 gp 5 sp
33–37	<i>flare</i>	12 gp 5 sp
38–42	<i>ghost sound</i>	12 gp 5 sp
43–44	<i>know direction</i>	12 gp 5 sp
45–50	<i>light</i>	12 gp 5 sp
51–52	<i>lullaby</i>	12 gp 5 sp
53–57	<i>mage hand</i>	12 gp 5 sp
58–62	<i>mending</i>	12 gp 5 sp
63–67	<i>message</i>	12 gp 5 sp
68–72	<i>open/close</i>	12 gp 5 sp
73–77	<i>prestidigitation</i>	12 gp 5 sp
78–81	<i>ray of frost</i>	12 gp 5 sp
82–87	<i>read magic</i>	12 gp 5 sp
88–94	<i>resistance</i>	12 gp 5 sp
95–96	<i>summon instrument</i>	12 gp 5 sp

97–100	<i>touch of fatigue</i>	12 gp 5 sp
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1st-Level Arcane Spells

d%	Spell	Market Price
01–03	<i>alarm</i>	25 gp
04–05	<i>animate rope</i>	25 gp
06–07	<i>burning hands</i>	25 gp
08–09	<i>cause fear</i>	25 gp
10–12	<i>charm person</i>	25 gp
13–14	<i>chill touch</i>	25 gp
15–16	<i>color spray</i>	25 gp
17–19	<i>comprehend languages</i>	25 gp
20	<i>confusion, lesser</i>	50 gp
21	<i>cure light wounds</i>	50 gp
22–24	<i>detect secret doors</i>	25 gp
25–26	<i>detect undead</i>	25 gp
27–29	<i>disguise self</i>	25 gp
30–32	<i>endure elements</i>	25 gp
33–35	<i>enlarge person</i>	25 gp
36–37	<i>erase</i>	25 gp
38–40	<i>expeditious retreat</i>	25 gp
41	<i>feather fall</i>	25 gp
42–43	<i>grease</i>	25 gp
44–45	<i>hold portal</i>	25 gp
46–47	<i>hypnotism</i>	25 gp
48–49	<i>identify</i>	125 gp
50–51	<i>jump</i>	25 gp
52–54	<i>mage armor</i>	25 gp
55–56	<i>magic missile</i>	25 gp
57–59	<i>magic weapon</i>	25 gp
60–62	<i>mount</i>	25 gp
63–64	<i>magic aura</i>	25 gp
65–66	<i>obscuring mist</i>	25 gp
67–74	<i>protection from chaos/evil/good/law</i>	25 gp
75–76	<i>ray of enfeeblement</i>	25 gp
77–78	<i>reduce person</i>	25 gp
79–80	<i>remove fear</i>	50 gp
81–82	<i>shield</i>	25 gp
83–84	<i>shocking grasp</i>	25 gp
85–86	<i>silent image</i>	25 gp
87–88	<i>sleep</i>	25 gp
89–90	<i>summon monster I</i>	25 gp
91–93	<i>floating disk</i>	25 gp
94–95	<i>true strike</i>	25 gp
96	<i>undetectable alignment</i>	50 gp
97–98	<i>unseen servant</i>	25 gp
99–100	<i>ventriloquism</i>	25 gp

2nd-Level Arcane Spells

d%	Spell	Market Price
01	<i>animal messenger</i>	200 gp
02	<i>animal trance</i>	200 gp
03	<i>arcane lock</i>	175 gp
04–06	<i>bear's endurance</i>	150 gp
07–08	<i>blindness/deafness</i>	150 gp
09–10	<i>blur</i>	150 gp
11–13	<i>bull's strength</i>	150 gp
14	<i>calm emotions</i>	200 gp

15–17	<i>cat's grace</i>	150 gp
18–19	<i>command undead</i>	150 gp
20	<i>continual flame</i>	200 gp
21	<i>cure moderate wounds</i>	200 gp
22	<i>darkness</i>	150 gp
23–25	<i>darkvision</i>	150 gp
26	<i>daze monster</i>	150 gp
27	<i>delay poison</i>	200 gp
28–29	<i>detect thoughts</i>	150 gp
30–31	<i>disguise self</i>	150 gp
32–34	<i>eagle's splendor</i>	150 gp
35	<i>enthral</i>	200 gp
36–37	<i>false life</i>	150 gp
38–39	<i>flaming sphere</i>	150 gp
40	<i>fog cloud</i>	150 gp
41–43	<i>fox's cunning</i>	150 gp
44	<i>ghoul touch</i>	150 gp
45–46	<i>glitterdust</i>	150 gp
47	<i>gust of wind</i>	150 gp
48–49	<i>hypnotic pattern</i>	150 gp
50–52	<i>invisibility</i>	150 gp
53–55	<i>knock</i>	150 gp
56	<i>phantom trap</i>	200 gp
57–58	<i>levitate</i>	150 gp
59	<i>locate object</i>	150 gp
60	<i>magic mouth</i>	160 gp
61–62	<i>acid arrow</i>	150 gp
63	<i>minor image</i>	150 gp
64–65	<i>mirror image</i>	150 gp
66	<i>misdirection</i>	150 gp
67	<i>obscure object</i>	150 gp
68–70	<i>owl's wisdom</i>	150 gp
71–73	<i>protection from arrows</i>	150 gp
74–75	<i>pyrotechnics</i>	150 gp
76–78	<i>resist energy</i>	150 gp
79	<i>rope trick</i>	150 gp
80	<i>scare</i>	150 gp
81–82	<i>scorching ray</i>	150 gp
83–85	<i>see invisibility</i>	150 gp
86	<i>shatter</i>	150 gp
87	<i>silence</i>	200 gp
88	<i>sound burst</i>	200 gp
89	<i>spectral hand</i>	150 gp
90–91	<i>spider climb</i>	150 gp
92–93	<i>summon monster II</i>	150 gp
94–95	<i>summon swarm</i>	150 gp
96	<i>hideous laughter</i>	150 gp
97	<i>touch of idiocy</i>	150 gp
98–99	<i>web</i>	150 gp
100	<i>whispering wind</i>	150 gp

3rd-Level Arcane Spells

d%	Spell	Market Price
01–02	<i>arcane sight</i>	375 gp
03–04	<i>blink</i>	375 gp
05–06	<i>clairaudience/clairvoyance</i>	375 gp
07	<i>cure serious wounds</i>	525 gp

08–10	<i>daylight</i>	525 gp
11–12	<i>deep slumber</i>	375 gp
13–15	<i>dispel magic</i>	375 gp
16–17	<i>displacement</i>	375 gp
18	<i>explosive runes</i>	375 gp
19–20	<i>fireball</i>	375 gp
21–22	<i>flame arrow</i>	375 gp
23–25	<i>fly</i>	375 gp
26–27	<i>gaseous form</i>	375 gp
28–29	<i>gentle repose</i>	375 gp
30	<i>plibness</i>	525 gp
31	<i>good hope</i>	525 gp
32–33	<i>halt undead</i>	375 gp
34–36	<i>haste</i>	375 gp
37–38	<i>heroism</i>	375 gp
39–40	<i>hold person</i>	375 gp
41	<i>illusory script</i>	425 gp
42–44	<i>invisibility sphere</i>	375 gp
45–47	<i>keen edge</i>	375 gp
48–49	<i>tiny hut</i>	375 gp
50–51	<i>lightning bolt</i>	375 gp
52–59	<i>magic circle against chaos/evil/good/law</i>	375 gp
60–62	<i>magic weapon, greater</i>	375 gp
63–64	<i>major image</i>	375 gp
65–66	<i>nondetection</i>	425 gp
67–68	<i>phantom steed</i>	375 gp
69–71	<i>protection from energy</i>	375 gp
72–73	<i>rage</i>	375 gp
74–75	<i>ray of exhaustion</i>	375 gp
76	<i>sculpt sound</i>	525 gp
77	<i>secret page</i>	375 gp
78	<i>sepia snake sigil</i>	875 gp
79	<i>shrink item</i>	375 gp
80–81	<i>sleet storm</i>	375 gp
82–83	<i>slow</i>	375 gp
84	<i>speak with animals</i>	525 gp
85–86	<i>stinking cloud</i>	375 gp
87–88	<i>suggestion</i>	375 gp
89–90	<i>summon monster III</i>	375 gp
91–93	<i>tongues</i>	375 gp
94–95	<i>vampiric touch</i>	375 gp
96–98	<i>water breathing</i>	375 gp
99–100	<i>wind wall</i>	375 gp

4th-Level Arcane Spells

d%	Spell	Market Price
01–02	<i>animate dead</i>	1,050 gp
03–05	<i>arcane eye</i>	700 gp
06–07	<i>bestow curse</i>	700 gp
08–10	<i>charm monster</i>	700 gp
11–13	<i>confusion</i>	700 gp
14–15	<i>contagion</i>	700 gp
16–17	<i>crushing despair</i>	700 gp
18	<i>cure critical wounds</i>	1,000 gp
19	<i>detect scrying</i>	700 gp
20–23	<i>dimension door</i>	700 gp
24–26	<i>dimensional anchor</i>	700 gp

27–28	<i>enervation</i>	700 gp
29–30	<i>enlarge person, mass</i>	700 gp
31–32	<i>black tentacles</i>	700 gp
33–34	<i>fear</i>	700 gp
35–37	<i>fire shield</i>	700 gp
38–39	<i>fire trap</i>	725 gp
40–42	<i>freedom of movement</i>	1,000 gp
43	<i>geas, lesser</i>	700 gp
44–46	<i>globe of invulnerability, lesser</i>	700 gp
47–48	<i>hallucinatory terrain</i>	700 gp
49–50	<i>ice storm</i>	700 gp
51–52	<i>illusory wall</i>	700 gp
53–55	<i>invisibility, greater</i>	700 gp
56–57	<i>secure shelter</i>	700 gp
58	<i>locate creature</i>	700 gp
59–60	<i>minor creation</i>	700 gp
61	<i>modify memory</i>	1,000 gp
62	<i>neutralize poison</i>	1,000 gp
63–64	<i>resilient sphere</i>	700 gp
65–66	<i>phantasmal killer</i>	700 gp
67–68	<i>polymorph</i>	700 gp
69–70	<i>rainbow pattern</i>	700 gp
71	<i>mnemonic enhancer</i>	700 gp
72–73	<i>reduce person, mass</i>	700 gp
74–76	<i>remove curse</i>	700 gp
77	<i>repel vermin</i>	1,000 gp
78–79	<i>scrying</i>	700 gp
80–81	<i>shadow conjuration</i>	700 gp
82–83	<i>shout</i>	700 gp
84–85	<i>solid fog</i>	700 gp
86	<i>speak with plants</i>	1,000 gp
87–88	<i>stone shape</i>	700 gp
89–91	<i>stoneskin</i>	950 gp
92–93	<i>summon monster IV</i>	700 gp
94–96	<i>wall of fire</i>	700 gp
97–99	<i>wall of ice</i>	700 gp
100	<i>zone of silence</i>	1,000 gp

5th-Level Arcane Spells

d%	Spell	Market Price
01–02	<i>animal growth</i>	1,125 gp
03–05	<i>baleful polymorph</i>	1,125 gp
06–07	<i>interposing hand</i>	1,125 gp
08–09	<i>blight</i>	1,125 gp
10–12	<i>break enchantment</i>	1,125 gp
13–14	<i>cloudkill</i>	1,125 gp
15–17	<i>cone of cold</i>	1,125 gp
18–19	<i>contact other plane</i>	1,125 gp
20	<i>cure light wounds, mass</i>	1,625 gp
21–23	<i>dismissal</i>	1,125 gp
24–26	<i>dispel magic, greater</i>	1,625 gp
27–28	<i>dominate person</i>	1,125 gp
29	<i>dream</i>	1,125 gp
30–31	<i>fabricate</i>	1,125 gp
32–33	<i>false vision</i>	1,375 gp
34–35	<i>feeblemind</i>	1,125 gp
36–39	<i>hold monster</i>	1,125 gp

40	<i>secret chest</i>	1,125 gp
41	<i>magic jar</i>	1,125 gp
42–43	<i>major creation</i>	1,125 gp
44–45	<i>mind fog</i>	1,125 gp
46–47	<i>mirage arcana</i>	1,125 gp
48–49	<i>mage's faithful hound</i>	1,125 gp
50–51	<i>mage's private sanctum</i>	1,125 gp
52–53	<i>nightmare</i>	1,125 gp
54–57	<i>overland flight</i>	1,125 gp
58–60	<i>passwall</i>	1,125 gp
61	<i>permanency</i>	10,125 gp ¹
62–63	<i>persistent image</i>	1,125 gp
64–65	<i>planar binding, lesser</i>	1,125 gp
66–67	<i>prying eyes</i>	1,125 gp
68–69	<i>telepathic bond</i>	1,125 gp
70–71	<i>seeming</i>	1,125 gp
72–74	<i>sending</i>	1,125 gp
75–76	<i>shadow evocation</i>	1,125 gp
77	<i>song of discord</i>	1,625 gp
78–79	<i>summon monster V</i>	1,125 gp
80	<i>symbol of pain</i>	2,125 gp
81	<i>symbol of sleep</i>	2,125 gp
82–83	<i>telekinesis</i>	1,125 gp
84–88	<i>teleport</i>	1,125 gp
89–90	<i>transmute mud to rock</i>	1,125 gp
91–92	<i>transmute rock to mud</i>	1,125 gp
93–95	<i>wall of force</i>	1,125 gp
96–98	<i>wall of stone</i>	1,125 gp
99–100	<i>waves of fatigue</i>	1,125 gp

1 Includes experience point cost up to 2,000 XP.

6th-Level Arcane Spells

d%	Spell	Market Price
01–02	<i>acid fog</i>	1,650 gp
03–05	<i>analyze dweomer</i>	1,650 gp
06	<i>animate objects</i>	2,400 gp
07–09	<i>antimagic field</i>	1,650 gp
10–12	<i>bear's endurance, mass</i>	1,650 gp
13–14	<i>forceful hand</i>	1,650 gp
15–17	<i>bull's strength, mass</i>	1,650 gp
18–20	<i>cat's grace, mass</i>	1,650 gp
21–23	<i>chain lightning</i>	1,650 gp
24–25	<i>circle of death</i>	2,150 gp
26	<i>contingency</i>	1,650 gp
27–28	<i>control water</i>	1,650 gp
29	<i>create undead</i>	2,350 gp
30	<i>cure moderate wounds, mass</i>	2,400 gp
31–33	<i>disintegrate</i>	1,650 gp
34–37	<i>dispel magic, greater</i>	1,650 gp
38–40	<i>eagle's splendor, mass</i>	1,650 gp
41–42	<i>eyebite</i>	1,650 gp
43	<i>find the path</i>	2,400 gp
44–45	<i>flesh to stone</i>	1,650 gp
46–48	<i>fox's cunning, mass</i>	1,650 gp
49	<i>geas/quest</i>	1,650 gp
50–52	<i>globe of invulnerability</i>	1,650 gp
53	<i>guards and wards</i>	1,650 gp

54	<i>heroes' feast</i>	2,400 gp
55–56	<i>heroism, greater</i>	1,650 gp
57	<i>legend lore</i>	1,900 gp
58–59	<i>mislead</i>	1,650 gp
60	<i>mage's lucubration</i>	1,650 gp
61–62	<i>move earth</i>	1,650 gp
63–64	<i>freezing sphere</i>	1,650 gp
65–67	<i>owl's wisdom, mass</i>	1,650 gp
68–69	<i>permanent image</i>	1,650 gp
70–71	<i>planar binding</i>	1,650 gp
72–73	<i>programmed image</i>	1,675 gp
74–75	<i>repulsion</i>	1,650 gp
76–78	<i>shadow walk</i>	1,650 gp
79–81	<i>stone to flesh</i>	1,650 gp
82–83	<i>suggestion, mass</i>	1,650 gp
84–85	<i>summon monster VI</i>	1,650 gp
86	<i>symbol of fear</i>	2,650 gp
87	<i>symbol of persuasion</i>	6,650 gp
88	<i>sympathetic vibration</i>	2,400 gp
89–90	<i>transformation</i>	1,950 gp
91–93	<i>true seeing</i>	1,900 gp
94–95	<i>undeath to death</i>	2,150 gp
96–97	<i>veil</i>	1,650 gp
98–100	<i>wall of iron</i>	1,700 gp

7th-Level Arcane Spells

d%	Spell	Market Price
01–03	<i>arcane sight, greater</i>	2,275 gp
04–07	<i>banishment</i>	2,275 gp
08–10	<i>grasping hand</i>	2,275 gp
11–13	<i>control undead</i>	2,275 gp
14–16	<i>control weather</i>	2,275 gp
17–19	<i>delayed blast fireball</i>	2,275 gp
20–21	<i>instant summons</i>	3,275 gp
22–25	<i>ethereal jaunt</i>	2,275 gp
26–28	<i>finger of death</i>	2,275 gp
29–31	<i>forcecage</i>	23,775 gp
32–35	<i>hold person, mass</i>	2,275 gp
36–38	<i>insanity</i>	2,275 gp
39–42	<i>invisibility, mass</i>	2,275 gp
43	<i>limited wish</i>	3,775 gp ¹
44–45	<i>mage's magnificent mansion</i>	2,275 gp
46–48	<i>mage's sword</i>	2,275 gp
49–51	<i>phase door</i>	2,275 gp
52–54	<i>plane shift</i>	2,275 gp
55–57	<i>power word blind</i>	2,275 gp
58–61	<i>prismatic spray</i>	2,275 gp
62–64	<i>project image</i>	2,280 gp
65–67	<i>reverse gravity</i>	2,275 gp
68–70	<i>scrying, greater</i>	2,275 gp
71–73	<i>sequester</i>	2,275 gp
74–76	<i>shadow conjuration, greater</i>	2,275 gp
77	<i>simulacrum</i>	7,275 gp ²
78–80	<i>spell turning</i>	2,275 gp
81–82	<i>statue</i>	2,275 gp
83–85	<i>summon monster VII</i>	2,275 gp
86	<i>symbol of stunning</i>	7,275 gp

87	<i>symbol of weakness</i>	7,275 gp
88–90	<i>teleport object</i>	2,275 gp
91–95	<i>teleport, greater</i>	2,275 gp
96–97	<i>vision</i>	2,775 gp
98–100	<i>waves of exhaustion</i>	2,275 gp

1 Assumes no material component in excess of 1,000 gp and no XP cost in excess of 300 XP.

2 Assumes no XP cost in excess of 1,000 gp.

8th-Level Arcane Spells

d%	Spell	Market Price
01–02	<i>antipathy</i>	3,000 gp
03–05	<i>clenched fist</i>	3,000 gp
06–08	<i>binding</i>	8,500 gp ¹
09–12	<i>charm monster, mass</i>	3,000 gp
13	<i>clone</i>	4,000 gp
14–16	<i>create greater undead</i>	3,000 gp
17–19	<i>demand</i>	3,600 gp
20–22	<i>dimensional lock</i>	3,000 gp
23–26	<i>discern location</i>	3,000 gp
27–29	<i>horrid wilting</i>	3,000 gp
30–32	<i>incendiary cloud</i>	3,000 gp
33–35	<i>iron body</i>	3,000 gp
36–38	<i>maze</i>	3,000 gp
39–41	<i>mind blank</i>	3,000 gp
42–44	<i>moment of prescience</i>	3,000 gp
45–48	<i>telekinetic sphere</i>	3,000 gp
49–51	<i>irresistible dance</i>	3,000 gp
52–54	<i>planar binding, greater</i>	3,000 gp
55–57	<i>polar ray</i>	3,000 gp
58–60	<i>polymorph any object</i>	3,000 gp
61–63	<i>power word stun</i>	3,000 gp
64–66	<i>prismatic wall</i>	3,000 gp
67–70	<i>protection from spells</i>	3,500 gp
71–73	<i>prying eyes, greater</i>	3,000 gp
74–76	<i>scintillating pattern</i>	3,000 gp
77–78	<i>screen</i>	3,000 gp
79–81	<i>shadow evocation, greater</i>	3,000 gp
82–84	<i>shout, greater</i>	3,000 gp
85–87	<i>summon monster VIII</i>	3,000 gp
88–90	<i>sunburst</i>	3,000 gp
91	<i>symbol of death</i>	8,000 gp
92	<i>symbol of insanity</i>	8,000 gp
93–94	<i>sympathy</i>	4,500 gp
95–98	<i>temporal stasis</i>	3,500 gp
99–100	<i>trap the soul</i>	13,000 gp ¹

1 Assumes a creature of 10 HD or less.

9th-Level Arcane Spells

d%	Spell	Market Price
01–03	<i>astral projection</i>	4,870 gp
04–07	<i>crushing hand</i>	3,825 gp
08–12	<i>dominate monster</i>	3,825 gp
13–16	<i>energy drain</i>	3,825 gp
17–21	<i>etherealness</i>	3,825 gp
22–25	<i>foresight</i>	3,825 gp
26–31	<i>freedom</i>	3,825 gp
32–36	<i>gate</i>	8,825 gp
37–40	<i>hold monster, mass</i>	3,825 gp

41–44	<i>imprisonment</i>	3,825 gp
45–49	<i>meteor swarm</i>	3,825 gp
50–53	<i>mage's disjunction</i>	3,825 gp
54–58	<i>power word kill</i>	3,825 gp
59–62	<i>prismatic sphere</i>	3,825 gp
63–66	<i>refuge</i>	3,825 gp
67–70	<i>shades</i>	3,825 gp
71–76	<i>shapechange</i>	3,825 gp
77–79	<i>soul bind</i>	3,825 gp
80–83	<i>summon monster IX</i>	3,825 gp
84–86	<i>teleportation circle</i>	4,825 gp
87–91	<i>time stop</i>	3,825 gp
92–95	<i>wail of the banshee</i>	3,825 gp
96–99	<i>weird</i>	3,825 gp
100	<i>wish</i>	28,825 gp ¹

1 Assumes no material component cost in excess of 10,000 gp and no XP cost in excess of 5,000 XP.

Table: Divine Spell Scrolls

0-Level Divine Spells

d%	Spell	Market Price
01–07	<i>create water</i>	12 gp 5 sp
08–14	<i>cure minor wounds</i>	12 gp 5 sp
15–22	<i>detect magic</i>	12 gp 5 sp
23–29	<i>detect poison</i>	12 gp 5 sp
30–36	<i>flare</i>	12 gp 5 sp
37–43	<i>guidance</i>	12 gp 5 sp
44–50	<i>inflict minor wounds</i>	12 gp 5 sp
51–57	<i>know direction</i>	12 gp 5 sp
58–65	<i>light</i>	12 gp 5 sp
66–72	<i>mending</i>	12 gp 5 sp
73–79	<i>purify food and drink</i>	12 gp 5 sp
80–86	<i>read magic</i>	12 gp 5 sp
87–93	<i>resistance</i>	12 gp 5 sp
94–100	<i>virtue</i>	12 gp 5 sp

1st-Level Divine Spells

d%	Spell	Market Price
01	<i>alarm</i>	100 gp
02–03	<i>bane</i>	25 gp
04–06	<i>bless</i>	25 gp
07–09	<i>bless water</i>	50 gp
10	<i>bless weapon</i>	100 gp
11–12	<i>calm animals</i>	25 gp
13–14	<i>cause fear</i>	25 gp
15–16	<i>charm animal</i>	25 gp
17–19	<i>command</i>	25 gp
20–21	<i>comprehend languages</i>	25 gp
22–26	<i>cure light wounds</i>	25 gp
27–28	<i>curse water</i>	50 gp
29–30	<i>deathwatch</i>	25 gp
31–32	<i>detect animals or plants</i>	25 gp
33–35	<i>detect chaos/evil/good/law</i>	25 gp
36–37	<i>detect snares and pits</i>	25 gp
38–39	<i>detect undead</i>	25 gp
40–41	<i>divine favor</i>	25 gp
42–43	<i>doom</i>	25 gp
44–48	<i>endure elements</i>	25 gp

49–50	<i>entangle</i>	25 gp
51–52	<i>entropic shield</i>	25 gp
53–54	<i>faerie fire</i>	25 gp
55–56	<i>goodberry</i>	25 gp
57–58	<i>hide from animals</i>	25 gp
59–60	<i>hide from undead</i>	25 gp
61–62	<i>inflict light wounds</i>	25 gp
63–64	<i>jump</i>	25 gp
65–66	<i>longstrider</i>	25 gp
67–68	<i>magic fang</i>	25 gp
69–72	<i>magic stone</i>	25 gp
73–74	<i>magic weapon</i>	25 gp
75–78	<i>obscuring mist</i>	25 gp
79–80	<i>pass without trace</i>	25 gp
81–82	<i>produce flame</i>	25 gp
83–86	<i>protection from chaos/evil/good/law</i>	25 gp
87–88	<i>remove fear</i>	25 gp
89–90	<i>sanctuary</i>	25 gp
91–92	<i>shield of faith</i>	25 gp
93–94	<i>shillelagh</i>	25 gp
95–96	<i>speak with animals</i>	25 gp
97–98	<i>summon monster I</i>	25 gp
99–100	<i>summon nature's ally I</i>	25 gp

2nd-Level Divine Spells

d%	Spell	Market Price
01	<i>animal messenger</i>	150 gp
02	<i>animal trance</i>	150 gp
03–04	<i>augury</i>	175 gp
05–06	<i>barkskin</i>	150 gp
07–09	<i>bear's endurance</i>	150 gp
10–12	<i>bull's strength</i>	150 gp
13–14	<i>calm emotions</i>	150 gp
15–17	<i>cat's grace</i>	150 gp
18	<i>chill metal</i>	150 gp
19–20	<i>consecrate</i>	200 gp
21–24	<i>cure moderate wounds</i>	150 gp
25–26	<i>darkness</i>	150 gp
27	<i>death knell</i>	150 gp
28–30	<i>delay poison</i>	150 gp
31–32	<i>desecrate</i>	200 gp
33–35	<i>eagle's splendor</i>	150 gp
36–37	<i>enthall</i>	150 gp
38–39	<i>find traps</i>	150 gp
40	<i>fire trap</i>	175 gp
41–42	<i>flame blade</i>	150 gp
43–44	<i>flaming sphere</i>	150 gp
45–46	<i>fog cloud</i>	150 gp
47	<i>gentle repose</i>	150 gp
48	<i>gust of wind</i>	150 gp
49	<i>heat metal</i>	150 gp
50–51	<i>hold animal</i>	150 gp
52–54	<i>hold person</i>	150 gp
55–56	<i>inflict moderate wounds</i>	150 gp
57–58	<i>make whole</i>	150 gp
59–61	<i>owl's wisdom</i>	150 gp
62	<i>reduce animal</i>	150 gp

63–64	<i>remove paralysis</i>	150 gp
65–67	<i>resist energy</i>	150 gp
68–70	<i>restoration, lesser</i>	150 gp
71–72	<i>shatter</i>	150 gp
73–74	<i>shield other</i>	150 gp
75–76	<i>silence</i>	150 gp
77	<i>snare</i>	150 gp
78	<i>soften earth and stone</i>	150 gp
79–80	<i>sound burst</i>	150 gp
81	<i>speak with plants</i>	150 gp
82–83	<i>spider climb</i>	150 gp
84–85	<i>spiritual weapon</i>	150 gp
86	<i>status</i>	150 gp
87–88	<i>summon monster II</i>	150 gp
89–90	<i>summon nature's ally II</i>	150 gp
91–92	<i>summon swarm</i>	150 gp
93	<i>tree shape</i>	150 gp
94–95	<i>undetectable alignment</i>	150 gp
96–97	<i>warp wood</i>	150 gp
98	<i>wood shape</i>	150 gp
99–100	<i>zone of truth</i>	150 gp

3rd-Level Divine Spells

d%	Spell	Market Price
01–02	<i>animate dead</i>	625 gp
03–04	<i>bestow curse</i>	375 gp
05–06	<i>blindness/deafness</i>	375 gp
07–08	<i>call lightning</i>	375 gp
09–10	<i>contagion</i>	375 gp
11–12	<i>continual flame</i>	425 gp
13–14	<i>create food and water</i>	375 gp
15–18	<i>cure serious wounds</i>	375 gp
19	<i>darkvision</i>	375 gp
20–21	<i>daylight</i>	375 gp
22–23	<i>deeper darkness</i>	375 gp
24–25	<i>diminish plants</i>	375 gp
26–27	<i>dispel magic</i>	375 gp
28–29	<i>dominate animal</i>	375 gp
30–31	<i>glyph of warding</i>	575 gp
32	<i>heal mount</i>	375 gp
33–34	<i>helping hand</i>	375 gp
35–36	<i>inflict serious wounds</i>	375 gp
37–38	<i>invisibility purge</i>	375 gp
39–40	<i>locate object</i>	375 gp
41–46	<i>magic circle against chaos/evil/good/law</i>	375 gp
47–48	<i>magic fang, greater</i>	375 gp
49–50	<i>magic vestment</i>	375 gp
51–52	<i>meld into stone</i>	375 gp
53–55	<i>neutralize poison</i>	375 gp
56–57	<i>obscure object</i>	375 gp
58–59	<i>plant growth</i>	375 gp
60–62	<i>prayer</i>	375 gp
63–64	<i>protection from energy</i>	375 gp
65–66	<i>quench</i>	375 gp
67–69	<i>remove blindness/deafness</i>	375 gp
70–71	<i>remove curse</i>	375 gp
72–73	<i>remove disease</i>	375 gp

74–76	<i>searing light</i>	375 gp
77–78	<i>sleet storm</i>	375 gp
79–80	<i>snare</i>	375 gp
81–83	<i>speak with dead</i>	375 gp
84–85	<i>speak with plants</i>	375 gp
86–87	<i>spike growth</i>	375 gp
88–89	<i>stone shape</i>	375 gp
90–91	<i>summon monster III</i>	375 gp
92–93	<i>summon nature's ally III</i>	375 gp
94–96	<i>water breathing</i>	375 gp
97–98	<i>water walk</i>	375 gp
99–100	<i>wind wall</i>	375 gp

4th-Level Divine Spells

d%	Spell	Market Price
01–05	<i>air walk</i>	700 gp
06–07	<i>antiplant shell</i>	700 gp
08–09	<i>blight</i>	700 gp
10–11	<i>break enchantment</i>	700 gp
12–13	<i>command plants</i>	700 gp
14–15	<i>control water</i>	700 gp
16–21	<i>cure critical wounds</i>	700 gp
22–26	<i>death ward</i>	700 gp
27–31	<i>dimensional anchor</i>	700 gp
32–34	<i>discern lies</i>	700 gp
35–37	<i>dismissal</i>	700 gp
38–39	<i>divination</i>	725 gp
40–42	<i>divine power</i>	700 gp
43–47	<i>freedom of movement</i>	700 gp
48–49	<i>giant vermin</i>	700 gp
50–51	<i>holy sword</i>	700 gp
52–54	<i>imbue with spell ability</i>	700 gp
55–57	<i>inflict critical wounds</i>	700 gp
58–60	<i>magic weapon, greater</i>	700 gp
61–62	<i>nondetection</i>	750 gp
63–64	<i>planar ally, lesser</i>	1,200 gp
65–67	<i>poison</i>	700 gp
68–69	<i>reincarnate</i>	700 gp
70–71	<i>repel vermin</i>	700 gp
72–76	<i>restoration</i>	800 gp
77–78	<i>rusting grasp</i>	700 gp
79–81	<i>sending</i>	700 gp
82–85	<i>spell immunity</i>	700 gp
86–87	<i>spike stones</i>	700 gp
88–90	<i>summon monster IV</i>	700 gp
91–93	<i>summon nature's ally IV</i>	700 gp
94–98	<i>tongues</i>	700 gp
99–100	<i>tree stride</i>	700 gp

5th-Level Divine Spells

d%	Spell	Market Price
01–03	<i>animal growth</i>	1,125 gp
04–05	<i>atonement</i>	3,625 gp
06	<i>awaken</i>	2,375 gp
07–09	<i>baleful polymorph</i>	1,125 gp
10–13	<i>break enchantment</i>	1,125 gp
14–16	<i>call lightning storm</i>	1,125 gp
17–20	<i>command, greater</i>	1,125 gp

21	<i>commune</i>	1,625 gp
22	<i>commune with nature</i>	1,125 gp
23–24	<i>control winds</i>	1,125 gp
25–30	<i>cure light wounds, mass</i>	1,125 gp
31–34	<i>dispel chaos/evil/good/law</i>	1,125 gp
35–38	<i>disrupting weapon</i>	1,125 gp
39–41	<i>flame strike</i>	1,125 gp
42–43	<i>hallow</i>	6,125 gp ¹
44–46	<i>ice storm</i>	1,125 gp
47–49	<i>inflict light wounds, mass</i>	1,125 gp
50–52	<i>insect plague</i>	1,125 gp
53	<i>mark of justice</i>	1,125 gp
54–56	<i>plane shift</i>	1,125 gp
57–58	<i>raise dead</i>	6,125 gp
59–61	<i>righteous might</i>	1,125 gp
62–63	<i>scrying</i>	1,125 gp
64–66	<i>slay living</i>	1,125 gp
67–69	<i>spell resistance</i>	1,125 gp
70–71	<i>stoneskin</i>	1,375 gp
72–74	<i>summon monster V</i>	1,125 gp
75–77	<i>summon nature's ally V</i>	1,125 gp
78	<i>symbol of pain</i>	2,125 gp
79	<i>symbol of sleep</i>	2,125 gp
80–82	<i>transmute mud to rock</i>	1,125 gp
83–85	<i>transmute rock to mud</i>	1,125 gp
86–89	<i>true seeing</i>	1,375 gp
90–91	<i>unhallow</i>	6,125 gp ¹
92–94	<i>wall of fire</i>	1,125 gp
95–97	<i>wall of stone</i>	1,125 gp
98–100	<i>wall of thorns</i>	1,125 gp

1 Allows for a spell of up to 4th level to be tied to the *hallowed* or *unhallowed* area.

6th-Level Divine Spells

d%	Spell	Market Price
01–03	<i>animate objects</i>	1,650 gp
04–06	<i>antilife shell</i>	1,650 gp
07–09	<i>banishment</i>	1,650 gp
10–13	<i>bear's endurance, mass</i>	1,650 gp
14–16	<i>blade barrier</i>	1,650 gp
17–20	<i>bull's strength, mass</i>	1,650 gp
21–24	<i>cat's grace, mass</i>	1,650 gp
25	<i>create undead</i>	1,650 gp
26–29	<i>cure moderate wounds, mass</i>	1,650 gp
30–33	<i>dispel magic, greater</i>	1,650 gp
34–37	<i>eagle's splendor, mass</i>	1,650 gp
38–40	<i>find the path</i>	1,650 gp
41–43	<i>fire seeds</i>	1,650 gp
44	<i>forbiddance</i>	4,650 gp ¹
45	<i>geas/quest</i>	1,650 gp
46	<i>glyph of warding, greater</i>	1,650 gp
47–49	<i>harm</i>	1,650 gp
50–52	<i>heal</i>	1,650 gp
53–55	<i>heroes' feast</i>	1,650 gp
56–58	<i>inflict moderate wounds, mass</i>	1,650 gp
59–61	<i>ironwood</i>	1,650 gp
62	<i>liveoak</i>	1,650 gp
63–65	<i>move earth</i>	1,650 gp

66–69	<i>owl's wisdom, mass</i>	1,650 gp
70–71	<i>planar ally</i>	2,400 gp
72–74	<i>repel wood</i>	1,650 gp
75–77	<i>spellstaff</i>	1,650 gp
78–80	<i>stone tell</i>	1,650 gp
81–83	<i>summon monster VI</i>	1,650 gp
84–86	<i>summon nature's ally VI</i>	1,650 gp
87	<i>symbol of fear</i>	2,650 gp
88	<i>symbol of persuasion</i>	6,650 gp
89–91	<i>transport via plants</i>	1,650 gp
92–94	<i>undeath to death</i>	2,150 gp
95–97	<i>wind walk</i>	1,650 gp
98–100	<i>word of recall</i>	1,650 gp

1 Assumes an area equivalent to one 60-foot cube.

7th-Level Divine Spells

d%	Spell	Market Price
01–05	<i>animate plants</i>	2,275 gp
06–09	<i>blasphemy</i>	2,275 gp
10–14	<i>changestaff</i>	2,275 gp
15–16	<i>control weather</i>	2,275 gp
17–21	<i>creeping doom</i>	2,275 gp
22–27	<i>cure serious wounds, mass</i>	2,275 gp
28–32	<i>destruction</i>	2,275 gp
33–36	<i>dictum</i>	2,275 gp
37–41	<i>ethereal jaunt</i>	2,275 gp
42–45	<i>holy word</i>	2,275 gp
46–50	<i>inflict serious wounds, mass</i>	2,275 gp
51–55	<i>refuge</i>	3,775 gp
56–60	<i>regenerate</i>	2,275 gp
61–65	<i>repulsion</i>	2,275 gp
66–69	<i>restoration, greater</i>	4,775 gp
70–71	<i>resurrection</i>	12,275 gp
72–76	<i>scrying, greater</i>	2,275 gp
77–81	<i>summon monster VII</i>	2,275 gp
82–85	<i>summon nature's ally VII</i>	2,275 gp
86–90	<i>sunbeam</i>	2,275 gp
91	<i>symbol of stunning</i>	7,275 gp
92	<i>symbol of weakness</i>	7,275 gp
93–97	<i>transmute metal to wood</i>	2,275 gp
98–100	<i>word of chaos</i>	2,275 gp

8th-Level Divine Spells

d%	Spell	Market Price
01–04	<i>animal shapes</i>	3,000 gp
05–10	<i>antimagic field</i>	3,000 gp
11–13	<i>cloak of chaos</i>	3,000 gp
14–17	<i>control plants</i>	3,000 gp
18–20	<i>create greater undead</i>	3,600 gp
21–27	<i>cure critical wounds, mass</i>	3,000 gp
28–32	<i>dimensional lock</i>	3,000 gp
33–36	<i>discern location</i>	3,000 gp
37–41	<i>earthquake</i>	3,000 gp
42–45	<i>finger of death</i>	3,000 gp
46–49	<i>fire storm</i>	3,000 gp
50–52	<i>holy aura</i>	3,000 gp
53–56	<i>inflict critical wounds, mass</i>	3,000 gp
57–60	<i>planar ally, greater</i>	5,500 gp

61–65	<i>repel metal or stone</i>	3,000 gp
66–69	<i>reverse gravity</i>	3,000 gp
70–72	<i>shield of law</i>	3,000 gp
73–76	<i>spell immunity, greater</i>	3,000 gp
77–80	<i>summon monster VIII</i>	3,000 gp
81–84	<i>summon nature's ally VIII</i>	3,000 gp
85–89	<i>sunburst</i>	3,000 gp
90–91	<i>symbol of death</i>	8,000 gp
92–93	<i>symbol of insanity</i>	8,000 gp
94–96	<i>unholy aura</i>	3,000 gp
97–100	<i>whirlwind</i>	3,000 gp

9th-Level Divine Spells

d%	Spell	Market Price
01–04	<i>antipathy</i>	3,825 gp
05–07	<i>astral projection</i>	4,870 gp
08–13	<i>elemental swarm</i>	3,825 gp
14–19	<i>energy drain</i>	3,825 gp
20–25	<i>ethereality</i>	3,825 gp
26–31	<i>foresight</i>	3,825 gp
32–37	<i>gate</i>	8,825 gp
38–46	<i>heal, mass</i>	3,825 gp
47–53	<i>implosion</i>	3,825 gp
54–55	<i>miracle</i>	28,825 gp ¹
56–61	<i>regenerate</i>	3,825 gp
62–66	<i>shambler</i>	3,825 gp
67–72	<i>shapechange</i>	3,825 gp
73–77	<i>soul bind</i>	3,825 gp
78–83	<i>storm of vengeance</i>	3,825 gp
84–89	<i>summon monster IX</i>	3,825 gp
90–95	<i>summon nature's ally IX</i>	3,825 gp
96–99	<i>sympathy</i>	5,325 gp
100	<i>true resurrection</i>	28,825 gp

1 Assumes powerful request but no expensive material components in excess of 100 gp and no additional XP cost.

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).

Special Qualities: Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the staff's function, and 31–100 indicates no special qualities.

Table: Staffs

Medium	Major	Staff	Market Price
01–15	01–03	<i>Charming</i>	16,500 gp
16–30	04–09	<i>Fire</i>	17,750 gp
31–40	10–11	<i>Swarming insects</i>	24,750 gp
41–60	12–17	<i>Healing</i>	27,750 gp
61–75	18–19	<i>Size alteration</i>	29,000 gp
76–90	20–24	<i>Illumination</i>	48,250 gp

91–95	25–31	<i>Frost</i>	56,250 gp
96–100	32–38	<i>Defense</i>	58,250 gp
—	39–43	<i>Abjuration</i>	65,000 gp
—	44–48	<i>Conjuration</i>	65,000 gp
—	49–53	<i>Enchantment</i>	65,000 gp
—	54–58	<i>Evocation</i>	65,000 gp
—	59–63	<i>Illusion</i>	65,000 gp
—	64–68	<i>Necromancy</i>	65,000 gp
—	69–73	<i>Transmutation</i>	65,000 gp
—	74–77	<i>Divination</i>	73,500 gp
—	78–82	<i>Earth and stone</i>	80,500 gp
—	83–87	<i>Woodlands</i>	101,250 gp
—	88–92	<i>Life</i>	155,750 gp
—	93–97	<i>Passage</i>	170,500 gp
—	98–100	<i>Power</i>	211,000 gp

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 the spell dependant on caster level (range, duration, and so on) potentially higher, but spells from a staff are harder to dispel and have a better chance of overcoming a target's spell resistance.

Furthermore, a staff can hold a spell of any level, unlike a wand, which is limited to spells of 4th level or lower. The minimum caster level of a staff is 8th. Standard staffs are described below.

Abjuration: Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

- *Shield* (1 charge)
- *Resist energy* (1 charge)
- *Dispel magic* (1 charge)
- *Lesser globe of invulnerability* (2 charges)
- *Dismissal* (2 charges)
- *Repulsion* (3 charges)

Strong abjuration; CL 13th; Craft Staff, *dismissal*, *dispel magic*, *lesser globe of invulnerability*, *resist energy*, *repulsion*, *shield*; Price 65,000 gp.

Charming: Made of twisting wood ornately shaped and carved, this staff allows use of the following spells:

- *Charm person* (1 charge)
- *Charm monster* (2 charges)

Moderate enchantment; CL 8th; Craft Staff, *charm person*, *charm monster*; Price 16,500 gp.

Conjuration: This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

- *Unseen servant* (1 charge)
- *Summon swarm* (1 charge)
- *Stinking cloud* (1 charge)
- *Minor creation* (2 charges)
- *Cloudkill* (2 charges)
- *Summon monster VI* (3 charges)

Strong conjuration; CL 13th; Craft Staff, *cloudkill*, *stinking cloud*, *summon monster VI*, *summon swarm*, *unseen servant*; Price 65,000 gp.

Defense: The *staff of defense* is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells:

- *Shield* (1 charge)
- *Shield of faith* (1 charge)
- *Shield other* (1 charge)
- *Shield of law* (3 charges)

Strong abjuration; CL 15th; Craft Staff, *shield*, *shield of faith*, *shield of law*, *shield other*; creator must be lawful; Price 58,250 gp.

Divination: Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- *Detect secret doors* (1 charge)
- *Locate object* (1 charge)
- *Tongues* (1 charge)
- *Locate creature* (2 charges)
- *Prying eyes* (2 charges)
- *True seeing* (3 charges)

Strong divination; CL 13th; Craft Staff, *detect secret doors*, *locate creature*, *locate object*, *prying eyes*, *tongues*, *true seeing*; Price 73,500 gp.

Earth and Stone: This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- *Passwall* (1 charge)
- *Move earth* (1 charge)

Moderate transmutation; CL 11th; Craft Staff, *move earth*, *passwall*; Price 80,500 gp.

Enchantment: Often made from applewood and topped with a clear crystal, this staff allows use of the following spells:

- *Sleep* (1 charge)
- *Hideous laughter* (1 charge)
- *Suggestion* (1 charge)
- *Crushing despair* (2 charges)
- *Mind fog* (2 charges)
- *Suggestion, mass* (3 charges)

Strong enchantment; CL 13th; Craft Staff, *crushing despair*, *mass suggestion*, *mind fog*, *sleep*, *suggestion*, *hideous laughter*; Price 65,000 gp.

Evocation: Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

- *Magic missile* (1 charge)
- *Shatter* (1 charge)
- *Fireball* (1 charge)
- *Ice storm* (2 charges)
- *Wall of force* (2 charges)
- *Chain lightning* (3 charges)

Strong evocation; CL 13th; Craft Staff, *chain lightning*, *fireball*, *ice storm*, *magic missile*, *shatter*, *wall of force*; Price 65,000 gp.

Fire: Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- *Burning hands* (1 charge)
- *Fireball* (1 charge)
- *Wall of fire* (2 charges)

Moderate evocation; CL 8th; Craft Staff, *burning hands*, *fireball*, *wall of fire*; Price 17,750 gp.

Frost: Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

- *Ice storm* (1 charge)
- *Wall of ice* (1 charge)
- *Cone of cold* (2 charge)

Moderate evocation; CL 10th; Craft Staff, *cone of cold*, *ice storm*, *wall of ice*; Price 56,250 gp.

Healing: This white ash staff, with inlaid silver runes, allows use of the following spells:

- *Lesser restoration* (1 charge)
- *Cure serious wounds* (1 charge)
- *Remove blindness/deafness* (2 charges)
- *Remove disease* (3 charges)

Moderate conjuration; CL 8th; Craft Staff, *cure serious wounds*, *lesser restoration*, *remove blindness/deafness*, *remove disease*; Price 27,750 gp.

Illusion: This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:

- *Disguise self* (1 charge)
- *Mirror image* (1 charge)
- *Major image* (1 charge)
- *Rainbow pattern* (2 charges)
- *Persistent image* (2 charges)
- *Mislead* (3 charges)

Strong illusion; CL 13th; Craft Staff, *disguise self, major image, mirror image, persistent image, project image, rainbow pattern*; Price 65,000 gp.

Illumination: This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- *Dancing lights* (1 charge)
- *Flare* (1 charge)
- *Daylight* (2 charges)
- *Sunburst* (3 charges)

Strong evocation; CL 15th; Craft Staff, *dancing lights, daylight, flare, sunburst*; Price 48,250 gp.

Life: Made of thick oak shod in gold, this staff allows use of the following spells:

- *Heal* (1 charge)
- *Raise dead* (5 charges)

Moderate conjuration; CL 11th; Craft Staff, *heal, resurrection*; Price 155,750 gp.

Necromancy: This staff is made from ebony or other dark wood and carved with the images of bones and skulls. It allows use of the following spells:

- *Cause fear* (1 charge)
- *Ghoul touch* (1 charge)
- *Halt undead* (1 charge)
- *Enervation* (2 charges)
- *Waves of fatigue* (2 charges)
- *Circle of death* (3 charges)

Strong necromancy; CL 13th; Craft Staff, *cause fear, circle of death, enervation, ghoul touch, halt undead, waves of fatigue*; Price 65,000 gp.

Passage: This potent item allows use of the following spells:

- *Dimension door* (1 charge)
- *Passwall* (1 charge)
- *Phase door* (2 charges)
- *Greater teleport* (2 charges)
- *Astral projection* (2 charges)

Strong varied; CL 17th; Craft Staff, *astral projection, dimension door, greater teleport, passwall, phase door*; Price 170,500 gp.

Power: The *staff of power* is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

- *Magic missile* (1 charge)
- *Ray of enfeeblement* (heightened to 5th level) (1 charge)
- *Continual flame* (1 charge)
- *Levitate* (1 charge)
- *Lightning bolt* (heightened to 5th level) (1 charge)
- *Fireball* (heightened to 5th level) (1 charge)
- *Cone of cold* (2 charges)
- *Hold monster* (2 charges)
- *Wall of force* (in a 10-ft.-diameter hemisphere around the caster only) (2 charges)
- *Globe of invulnerability* (2 charges)

The wielder of a *staff of power* gains a +2 luck bonus to AC and saving throws. The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for 1 round.

A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.) All charges currently in the staff are instantly released in a 30-foot radius. All within 2 squares of the broken staff take points of damage equal to 8 x the number of charges in the staff, those 3 or 4 squares away take 6 x the number of charges in damage, and those 5 or 6 squares distant take 4 x the number of charges in damage. All those affected can make DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him. Only certain items, including the *staff of the magi* and the *staff of power*, are capable of being used for a retributive strike.

After all charges are used up from the staff, it remains a +2 *quarterstaff*. (Once empty of charges, it cannot be used for a retributive strike.)

Strong varied; CL 15th; Craft Staff, Craft Magic Arms and Armor, *magic missile, heightened ray of enfeeblement, continual flame, levitate, heightened fireball, heightened lightning bolt, cone of cold, hold monster, wall of force, globe of invulnerability*; Price 211,000 gp.

Size Alteration: Stout and sturdy, this staff of dark wood allows use of the following spells:

- *Enlarge person* (1 charge)
- *Reduce person* (1 charge)
- *Shrink item* (1 charge)
- *Enlarge person, mass* (1 charge)
- *Reduce person, mass* (1 charge)

Faint conjuration; CL 8th; Craft Staff, *enlarge person, mass enlarge person, reduce person, mass reduce person, shrink item*; Price 29,000 gp.

Swarming Insects: Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- *Summon swarm* (1 charge)
- *Insect plague* (3 charges)

Moderate conjuration; CL 9th; Craft Staff, *insect plague, summon swarm*; Price 24,750 gp.

Transmutation: This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- *Expeditious retreat* (1 charge)
- *Alter self* (1 charge)
- *Blink* (1 charge)
- *Polymorph* (2 charges)
- *Baleful polymorph* (2 charges)
- *Disintegrate* (3 charges)

Strong transmutation; CL 13th; Craft Staff, *alter self, baleful polymorph, blink, disintegrate, expeditious retreat, polymorph*; Price 65,000 gp.

Woodlands: Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

- *Charm animal* (1 charge)
- *Speak with animals* (1 charge)
- *Barkskin* (2 charges)
- *Wall of thorns* (3 charges)
- *Summon nature's ally VI* (3 charges)
- *Animate plants* (4 charges)

The staff may be used as a weapon, functioning as a +2 quarterstaff. The *staff of the woodlands* also allows its wielder to *pass without trace* at will, with no charge cost. These two attributes continue to function after all the charges are expended.

Moderate varied; CL 13th; Craft Staff, Craft Magic Arms and Armor, *animate plants, barkskin, charm animal, pass without trace, speak with animals, summon nature's ally VI, wall of thorns*; Price 101,250 gp.

WANDS

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Activation: Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures) and point it in the general direction of the target or area. A wand may be used while grappling or while swallowed whole.

Special Qualities: Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the wand's function, and 31–100 indicates no special qualities.

Table: Wands

Minor	Medium	Major	Wand	Market Price
01–02	—	—	<i>Detect magic</i>	375 gp
03–04	—	—	<i>Light</i>	375 gp
05–07	—	—	<i>Burning hands</i>	750 gp
08–10	—	—	<i>Charm animal</i>	750 gp
11–13	—	—	<i>Charm person</i>	750 gp
14–16	—	—	<i>Color spray</i>	750 gp
17–19	—	—	<i>Cure light wounds</i>	750 gp

20–22	—	—	<i>Detect secret doors</i>	750 gp
23–25	—	—	<i>Enlarge person</i>	750 gp
26–28	—	—	<i>Magic missile (1st)</i>	750 gp
29–31	—	—	<i>Shocking grasp</i>	750 gp
32–34	—	—	<i>Summon monster I</i>	750 gp
35–36	—	—	<i>Magic missile (3rd)</i>	2,250 gp
37	01–03	—	<i>Magic missile (5th)</i>	3,750 gp
38–40	04–07	—	<i>Bear's endurance</i>	4,500 gp
41–43	08–11	—	<i>Bull's strength</i>	4,500 gp
44–46	12–15	—	<i>Cat's grace</i>	4,500 gp
47–49	16–20	—	<i>Cure moderate wounds</i>	4,500 gp
50–51	21–22	—	<i>Darkness</i>	4,500 gp
52–54	23–24	—	<i>Daylight</i>	4,500 gp
55–57	25–27	—	<i>Delay poison</i>	4,500 gp
58–60	28–31	—	<i>Eagle's splendor</i>	4,500 gp
61–63	32–33	—	<i>False life</i>	4,500 gp
64–66	34–37	—	<i>Fox's cunning</i>	4,500 gp
67–68	38	—	<i>Ghoul touch</i>	4,500 gp
69–71	39	—	<i>Hold person</i>	4,500 gp
72–74	40–42	—	<i>Invisibility</i>	4,500 gp
75–77	43–44	—	<i>Knock</i>	4,500 gp
78–80	45	—	<i>Levitate</i>	4,500 gp
81–83	46–47	—	<i>Acid arrow</i>	4,500 gp
84–86	48–49	—	<i>Mirror image</i>	4,500 gp
87–89	50–53	—	<i>Owl's wisdom</i>	4,500 gp
90–91	54	—	<i>Shatter</i>	4,500 gp
92–94	55–56	—	<i>Silence</i>	4,500 gp
95–97	57	—	<i>Summon monster II</i>	4,500 gp
98–100	58–59	—	<i>Web</i>	4,500 gp
—	60–62	01–02	<i>Magic missile (7th)</i>	5,250 gp
—	63–64	03–05	<i>Magic missile (9th)</i>	6,750 gp
—	65–67	06–07	<i>Call lightning (5th)</i>	11,250 gp
—	68	08	<i>Charm person, heightened (3rd-level spell)</i>	11,250 gp
—	69–70	09–10	<i>Contagion</i>	11,250 gp
—	71–74	11–13	<i>Cure serious wounds</i>	11,250 gp
—	75–77	14–15	<i>Dispel magic</i>	11,250 gp
—	78–81	16–17	<i>Fireball (5th)</i>	11,250 gp
—	82–83	18–19	<i>Keen edge</i>	11,250 gp
—	84–87	20–21	<i>Lightning bolt (5th)</i>	11,250 gp
—	88–89	22–23	<i>Major image</i>	11,250 gp
—	90–91	24–25	<i>Slow</i>	11,250 gp
—	92–94	26–27	<i>Suggestion</i>	11,250 gp
—	95–97	28–29	<i>Summon monster III</i>	11,250 gp
—	98	30–31	<i>Fireball (6th)</i>	13,500 gp
—	99	32–33	<i>Lightning bolt (6th)</i>	13,500 gp
—	100	34–35	<i>Searing light (6th)</i>	13,500 gp
—	—	36–37	<i>Call lightning (8th)</i>	18,000 gp
—	—	38–39	<i>Fireball (8th)</i>	18,000 gp
—	—	40–41	<i>Lightning bolt (8th)</i>	18,000 gp
—	—	42–45	<i>Charm monster</i>	21,000 gp
—	—	46–50	<i>Cure critical wounds</i>	21,000 gp
—	—	51–52	<i>Dimensional anchor</i>	21,000 gp
—	—	53–55	<i>Fear</i>	21,000 gp
—	—	56–59	<i>Greater invisibility</i>	21,000 gp
—	—	60	<i>Hold person, heightened (4th level)</i>	21,000 gp
—	—	61–65	<i>Ice storm</i>	21,000 gp

—	—	66–68	<i>Inflict critical wounds</i>	21,000 gp
—	—	69–72	<i>Neutralize poison</i>	21,000 gp
—	—	73–74	<i>Poison</i>	21,000 gp
—	—	75–77	<i>Polymorph</i>	21,000 gp
—	—	78	<i>Ray of enfeeblement</i> , heightened (4th level)	21,000 gp
—	—	79	<i>Suggestion</i> , heightened (4th level)	21,000 gp
—	—	80–82	<i>Summon monster IV</i>	21,000 gp
—	—	83–86	<i>Wall of fire</i>	21,000 gp
—	—	87–90	<i>Wall of ice</i>	21,000 gp
—	—	91	<i>Dispel magic</i> (10th)	22,500 gp
—	—	92	<i>Fireball</i> (10th)	22,500 gp
—	—	93	<i>Lightning bolt</i> (10th)	22,500 gp
—	—	94	<i>Chaos hammer</i> (8th)	24,000 gp
—	—	95	<i>Holy smite</i> (8th)	24,000 gp
—	—	96	<i>Order's wrath</i> (8th)	24,000 gp
—	—	97	<i>Unholy blight</i> (8th)	24,000 gp
—	—	98–99	<i>Restoration</i> ¹	26,000 gp
—	—	100	<i>Stoneskin</i> ²	33,500 gp

1 The cost to create a *wand of restoration* is 10,500 gp, 840 XP, plus 5,000 gp for the material components.

2 The cost to create a *wand of stoneskin* is 10,500 gp, 840 XP, plus 12,500 gp for the material components.

Wand Descriptions

All wands are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions for all pertinent details.

MAGIC ITEMS V (WONDROUS ITEMS)

WONDROUS ITEMS

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually use activated or command word, but details vary from item to item.

Special Qualities: Roll d%. An 01 result indicates the wondrous item is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Wondrous items with charges can never be intelligent.

Table: Minor Wondrous Items

d%	Item	Market Price
01	<i>Feather token, anchor</i>	50 gp
02	<i>Universal solvent</i>	50 gp
03	<i>Elixir of love</i>	150 gp
04	<i>Unguent of timelessness</i>	150 gp
05	<i>Feather token, fan</i>	200 gp
06	<i>Dust of tracelessness</i>	250 gp
07	<i>Elixir of hiding</i>	250 gp
08	<i>Elixir of sneaking</i>	250 gp
09	<i>Elixir of swimming</i>	250 gp
10	<i>Elixir of vision</i>	250 gp
11	<i>Silversheen</i>	250 gp
12	<i>Feather token, bird</i>	300 gp
13	<i>Feather token, tree</i>	400 gp
14	<i>Feather token, swan boat</i>	450 gp
15	<i>Elixir of truth</i>	500 gp
16	<i>Feather token, whip</i>	500 gp
17	<i>Dust of dryness</i>	850 gp
18	<i>Bag of tricks, gray</i>	900 gp
19	<i>Hand of the mage</i>	900 gp
20	<i>Bracers of armor +1</i>	1,000 gp
21	<i>Cloak of resistance +1</i>	1,000 gp
22	<i>Pearl of power, 1st-level spell</i>	1,000 gp
23	<i>Phylactery of faithfulness</i>	1,000 gp
24	<i>Salve of slipperiness</i>	1,000 gp
25	<i>Elixir of fire breath</i>	1,100 gp
26	<i>Pipes of the sewers</i>	1,150 gp
27	<i>Dust of illusion</i>	1,200 gp
28	<i>Goggles of minute seeing</i>	1,250 gp
29	<i>Brooch of shielding</i>	1,500 gp
30	<i>Necklace of fireballs type I</i>	1,650 gp
31	<i>Dust of appearance</i>	1,800 gp
32	<i>Hat of disguise</i>	1,800 gp
33	<i>Pipes of sounding</i>	1,800 gp
34	<i>Efficient quiver</i>	1,800 gp
35	<i>Amulet of natural armor +1</i>	2,000 gp
36	<i>Handy haversack</i>	2,000 gp
37	<i>Horn of fog</i>	2,000 gp
38	<i>Elemental gem</i>	2,250 gp
39	<i>Robe of bones</i>	2,400 gp
40	<i>Sovereign glue</i>	2,400 gp
41	<i>Bag of holding type I</i>	2,500 gp

42	<i>Boots of elvenkind</i>	2,500 gp
43	<i>Boots of the winterlands</i>	2,500 gp
44	<i>Candle of truth</i>	2,500 gp
45	<i>Cloak of elvenkind</i>	2,500 gp
46	<i>Eyes of the eagle</i>	2,500 gp
47	<i>Scarab, golembane</i>	2,500 gp
48	<i>Necklace of fireballs type II</i>	2,700 gp
49	<i>Stone of alarm</i>	2,700 gp
50	<i>Bag of tricks, rust</i>	3,000 gp
51	<i>Bead of force</i>	3,000 gp
52	<i>Chime of opening</i>	3,000 gp
53	<i>Horseshoes of speed</i>	3,000 gp
54	<i>Rope of climbing</i>	3,000 gp
55	<i>Dust of disappearance</i>	3,500 gp
56	<i>Lens of detection</i>	3,500 gp
57	<i>Vestment, druid's</i>	3,750 gp
58	<i>Figurine of wondrous power, silver raven</i>	3,800 gp
59	<i>Amulet of health +2</i>	4,000 gp
60	<i>Bracers of armor +2</i>	4,000 gp
61	<i>Cloak of Charisma +2</i>	4,000 gp
62	<i>Cloak of resistance +2</i>	4,000 gp
63	<i>Gauntlets of ogre power</i>	4,000 gp
64	<i>Gloves of arrow snaring</i>	4,000 gp
65	<i>Gloves of Dexterity +2</i>	4,000 gp
66	<i>Headband of intellect +2</i>	4,000 gp
67	<i>Ioun stone, clear spindle</i>	4,000 gp
68	<i>Restorative ointment</i>	4,000 gp
69	<i>Marvelous pigments</i>	4,000 gp
70	<i>Pearl of power, 2nd-level spell</i>	4,000 gp
71	<i>Periapt of Wisdom +2</i>	4,000 gp
72	<i>Stone salve</i>	4,000 gp
73	<i>Necklace of fireballs type III</i>	4,350 gp
74	<i>Circlet of persuasion</i>	4,500 gp
75	<i>Slippers of spider climbing</i>	4,800 gp
76	<i>Incense of meditation</i>	4,900 gp
77	<i>Bag of holding type II</i>	5,000 gp
78	<i>Bracers of archery, lesser</i>	5,000 gp
79	<i>Ioun stone, dusty rose prism</i>	5,000 gp
80	<i>Helm of comprehend languages and read magic</i>	5,200 gp
81	<i>Vest of escape</i>	5,200 gp
82	<i>Eversmoking bottle</i>	5,400 gp
83	<i>Sustaining spoon</i>	5,400 gp
84	<i>Necklace of fireballs type IV</i>	5,400 gp
85	<i>Boots of striding and springing</i>	5,500 gp
86	<i>Wind fan</i>	5,500 gp
87	<i>Amulet of mighty fists +1</i>	6,000 gp
88	<i>Horseshoes of a zephyr</i>	6,000 gp
89	<i>Pipes of haunting</i>	6,000 gp
90	<i>Necklace of fireballs type V</i>	6,150 gp
91	<i>Gloves of swimming and climbing</i>	6,250 gp
92	<i>Bag of tricks, tan</i>	6,300 gp
93	<i>Circlet of blasting, minor</i>	6,480 gp
94	<i>Horn of goodness/evil</i>	6,500 gp
95	<i>Robe of useful items</i>	7,000 gp
96	<i>Boat, folding</i>	7,200 gp
97	<i>Cloak of the manta ray</i>	7,200 gp

98	<i>Bottle of air</i>	7,250 gp
99	<i>Bag of holding type III</i>	7,400 gp
100	<i>Periapt of health</i>	7,400 gp

Table: Medium Wondrous Items

d%	Item	Market Price
01	<i>Boots of levitation</i>	7,500 gp
02	<i>Harp of charming</i>	7,500 gp
03	<i>Amulet of natural armor +2</i>	8,000 gp
04	<i>Golem manual, flesh</i>	8,000 gp
05	<i>Hand of glory</i>	8,000 gp
06	<i>Ioun stone, deep red sphere</i>	8,000 gp
07	<i>Ioun stone, incandescent blue sphere</i>	8,000 gp
08	<i>Ioun stone, pale blue rhomboid</i>	8,000 gp
09	<i>Ioun stone, pink and green sphere</i>	8,000 gp
10	<i>Ioun stone, pink rhomboid</i>	8,000 gp
11	<i>Ioun stone, scarlet and blue sphere</i>	8,000 gp
12	<i>Deck of illusions</i>	8,100 gp
13	<i>Necklace of fireballs type VI</i>	8,100 gp
14	<i>Candle of invocation</i>	8,400 gp
15	<i>Bracers of armor +3</i>	9,000 gp
16	<i>Cloak of resistance +3</i>	9,000 gp
17	<i>Decanter of endless water</i>	9,000 gp
18	<i>Necklace of adaptation</i>	9,000 gp
19	<i>Pearl of power, 3rd-level spell</i>	9,000 gp
20	<i>Talisman of the sphere</i>	9,000 gp
21	<i>Figurine of wondrous power, serpentine owl</i>	9,100 gp
22	<i>Necklace of fireballs type VII</i>	9,150 gp
23	<i>Strand of prayer beads, lesser</i>	9,600 gp
24	<i>Bag of holding type IV</i>	10,000 gp
25	<i>Figurine of wondrous power, bronze griffon</i>	10,000 gp
26	<i>Figurine of wondrous power, ebony fly</i>	10,000 gp
27	<i>Glove of storing</i>	10,000 gp
28	<i>Ioun stone, dark blue rhomboid</i>	10,000 gp
29	<i>Stone horse, courser</i>	10,000 gp
30	<i>Cape of the mountebank</i>	10,080 gp
31	<i>Phylactery of undead turning</i>	11,000 gp
32	<i>Gauntlet of rust</i>	11,500 gp
33	<i>Boots of speed</i>	12,000 gp
34	<i>Goggles of night</i>	12,000 gp
35	<i>Golem manual, clay</i>	12,000 gp
36	<i>Medallion of thoughts</i>	12,000 gp
37	<i>Pipes of pain</i>	12,000 gp
38	<i>Blessed book</i>	12,500 gp
39	<i>Belt, monk's</i>	13,000 gp
40	<i>Gem of brightness</i>	13,000 gp
41	<i>Lyre of building</i>	13,000 gp
42	<i>Cloak of arachnida</i>	14,000 gp
43	<i>Stone horse, destrier</i>	14,800 gp
44	<i>Belt of dwarvenkind</i>	14,900 gp
45	<i>Periapt of wound closure</i>	15,000 gp
46	<i>Horn of the tritons</i>	15,100 gp
47	<i>Pearl of the sirines</i>	15,300 gp
48	<i>Figurine of wondrous power, onyx dog</i>	15,500 gp
49	<i>Amulet of health +4</i>	16,000 gp
50	<i>Belt of giant Strength +4</i>	16,000 gp

51	<i>Boots, winged</i>	16,000 gp
52	<i>Bracers of armor +4</i>	16,000 gp
53	<i>Cloak of Charisma +4</i>	16,000 gp
54	<i>Cloak of resistance +4</i>	16,000 gp
55	<i>Gloves of Dexterity +4</i>	16,000 gp
56	<i>Headband of intellect +4</i>	16,000 gp
57	<i>Pearl of power, 4th-level spell</i>	16,000 gp
58	<i>Periapt of Wisdom +4</i>	16,000 gp
59	<i>Scabbard of keen edges</i>	16,000 gp
60	<i>Figurine of wondrous power, golden lions</i>	16,500 gp
61	<i>Chime of interruption</i>	16,800 gp
62	<i>Broom of flying</i>	17,000 gp
63	<i>Figurine of wondrous power, marble elephant</i>	17,000 gp
64	<i>Amulet of natural armor +3</i>	18,000 gp
65	<i>Ioun stone, iridescent spindle</i>	18,000 gp
66	<i>Bracelet of friends</i>	19,000 gp
67	<i>Carpet of flying, 5 ft. by 5 ft.</i>	20,000 gp
68	<i>Horn of blasting</i>	20,000 gp
69	<i>Ioun stone, pale lavender ellipsoid</i>	20,000 gp
70	<i>Ioun stone, pearly white spindle</i>	20,000 gp
71	<i>Portable hole</i>	20,000 gp
72	<i>Stone of good luck (luckstone)</i>	20,000 gp
73	<i>Figurine of wondrous power, ivory goats</i>	21,000 gp
74	<i>Rope of entanglement</i>	21,000 gp
75	<i>Golem manual, stone</i>	22,000 gp
76	<i>Mask of the skull</i>	22,000 gp
77	<i>Mattock of the titans</i>	23,348 gp
78	<i>Circlet of blasting, major</i>	23,760 gp
79	<i>Amulet of mighty fists +2</i>	24,000 gp
80	<i>Cloak of displacement, minor</i>	24,000 gp
81	<i>Helm of underwater action</i>	24,000 gp
82	<i>Bracers of archery, greater</i>	25,000 gp
83	<i>Bracers of armor +5</i>	25,000 gp
84	<i>Cloak of resistance +5</i>	25,000 gp
85	<i>Eyes of doom</i>	25,000 gp
86	<i>Pearl of power, 5th-level spell</i>	25,000 gp
87	<i>Maul of the titans</i>	25,305 gp
88	<i>Strand of prayer beads</i>	25,800 gp
89	<i>Cloak of the bat</i>	26,000 gp
90	<i>Iron bands of binding</i>	26,000 gp
91	<i>Cube of frost resistance</i>	27,000 gp
92	<i>Helm of telepathy</i>	27,000 gp
93	<i>Periapt of proof against poison</i>	27,000 gp
94	<i>Robe of scintillating colors</i>	27,000 gp
95	<i>Manual of bodily health +1</i>	27,500 gp
96	<i>Manual of gainful exercise +1</i>	27,500 gp
97	<i>Manual of quickness in action +1</i>	27,500 gp
98	<i>Tome of clear thought +1</i>	27,500 gp
99	<i>Tome of leadership and influence +1</i>	27,500 gp
100	<i>Tome of understanding +1</i>	27,500 gp

Table: Major Wondrous Items

d%	Item	Market Price
01	<i>Dimensional shackles</i>	28,000 gp
02	<i>Figurine of wondrous power, obsidian steed</i>	28,500 gp
03	<i>Drums of panic</i>	30,000 gp

04	<i>Ioun stone, orange</i>	30,000 gp
05	<i>Ioun stone, pale green prism</i>	30,000 gp
06	<i>Lantern of revealing</i>	30,000 gp
07	<i>Robe of blending</i>	30,000 gp
08	<i>Amulet of natural armor +4</i>	32,000 gp
09	<i>Amulet of proof against detection and location</i>	35,000 gp
10	<i>Carpet of flying, 5 ft. by 10 ft.</i>	35,000 gp
11	<i>Golem manual, iron</i>	35,000 gp
12	<i>Amulet of health +6</i>	36,000 gp
13	<i>Belt of giant Strength +6</i>	36,000 gp
14	<i>Bracers of armor +6</i>	36,000 gp
15	<i>Cloak of Charisma +6</i>	36,000 gp
16	<i>Gloves of Dexterity +6</i>	36,000 gp
17	<i>Headband of intellect +6</i>	36,000 gp
18	<i>Ioun stone, vibrant purple prism</i>	36,000 gp
19	<i>Pearl of power, 6th-level spell</i>	36,000 gp
20	<i>Periapt of Wisdom +6</i>	36,000 gp
21	<i>Scarab of protection</i>	38,000 gp
22	<i>Ioun stone, lavender and green ellipsoid</i>	40,000 gp
23	<i>Ring gates</i>	40,000 gp
24	<i>Crystal ball</i>	42,000 gp
25	<i>Golem manual, greater stone</i>	44,000 gp
26	<i>Orb of storms</i>	48,000 gp
27	<i>Boots of teleportation</i>	49,000 gp
28	<i>Bracers of armor +7</i>	49,000 gp
29	<i>Pearl of power, 7th-level spell</i>	49,000 gp
30	<i>Amulet of natural armor +5</i>	50,000 gp
31	<i>Cloak of displacement, major</i>	50,000 gp
32	<i>Crystal ball with see invisibility</i>	50,000 gp
33	<i>Horn of Valhalla</i>	50,000 gp
34	<i>Crystal ball with detect thoughts</i>	51,000 gp
35	<i>Carpet of flying, 6 ft. by 9 ft.</i>	53,000 gp
36	<i>Amulet of mighty fists +3</i>	54,000 gp
37	<i>Wings of flying</i>	54,000 gp
38	<i>Cloak of etherealness</i>	55,000 gp
39	<i>Instant fortress</i>	55,000 gp
40	<i>Manual of bodily health +2</i>	55,000 gp
41	<i>Manual of gainful exercise +2</i>	55,000 gp
42	<i>Manual of quickness in action +2</i>	55,000 gp
43	<i>Tome of clear thought +2</i>	55,000 gp
44	<i>Tome of leadership and influence +2</i>	55,000 gp
45	<i>Tome of understanding +2</i>	55,000 gp
46	<i>Eyes of charming</i>	56,000 gp
47	<i>Robe of stars</i>	58,000 gp
48	<i>Carpet of flying, 10 ft. by 10 ft.</i>	60,000 gp
49	<i>Darkskull</i>	60,000 gp
50	<i>Cube of force</i>	62,000 gp
51	<i>Bracers of armor +8</i>	64,000 gp
52	<i>Pearl of power, 8th-level spell</i>	64,000 gp
53	<i>Crystal ball with telepathy</i>	70,000 gp
54	<i>Horn of blasting, greater</i>	70,000 gp
55	<i>Pearl of power, two spells</i>	70,000 gp
56	<i>Helm of teleportation</i>	73,500 gp
57	<i>Gem of seeing</i>	75,000 gp
58	<i>Robe of the archmagi</i>	75,000 gp
59	<i>Mantle of faith</i>	76,000 gp

60	<i>Crystal ball with true seeing</i>	80,000 gp
61	<i>Pearl of power, 9th-level spell</i>	81,000 gp
62	<i>Well of many worlds</i>	82,000 gp
63	<i>Manual of bodily health +3</i>	82,500 gp
64	<i>Manual of gainful exercise +3</i>	82,500 gp
65	<i>Manual of quickness in action +3</i>	82,500 gp
66	<i>Tome of clear thought +3</i>	82,500 gp
67	<i>Tome of leadership and influence +3</i>	82,500 gp
68	<i>Tome of understanding +3</i>	82,500 gp
69	<i>Apparatus of the crab</i>	90,000 gp
70	<i>Mantle of spell resistance</i>	90,000 gp
71	<i>Mirror of opposition</i>	92,000 gp
72	<i>Strand of prayer beads, greater</i>	95,800 gp
73	<i>Amulet of mighty fists +4</i>	96,000 gp
74	<i>Eyes of petrification</i>	98,000 gp
75	<i>Bowl of commanding water elementals</i>	100,000 gp
76	<i>Brazier of commanding fire elementals</i>	100,000 gp
77	<i>Censer of controlling air elementals</i>	100,000 gp
78	<i>Stone of controlling earth elementals</i>	100,000 gp
79	<i>Manual of bodily health +4</i>	110,000 gp
80	<i>Manual of gainful exercise +4</i>	110,000 gp
81	<i>Manual of quickness in action +4</i>	110,000 gp
82	<i>Tome of clear thought +4</i>	110,000 gp
83	<i>Tome of leadership and influence +4</i>	110,000 gp
84	<i>Tome of understanding +4</i>	110,000 gp
85	<i>Amulet of the planes</i>	120,000 gp
86	<i>Robe of eyes</i>	120,000 gp
87	<i>Helm of brilliance</i>	125,000 gp
88	<i>Manual of bodily health +5</i>	137,500 gp
89	<i>Manual of gainful exercise +5</i>	137,500 gp
90	<i>Manual of quickness in action +5</i>	137,500 gp
91	<i>Tome of clear thought +5</i>	137,500 gp
92	<i>Tome of leadership and influence +5</i>	137,500 gp
93	<i>Tome of understanding +5</i>	137,500 gp
94	<i>Efreeti bottle</i>	145,000 gp
95	<i>Amulet of mighty fists +5</i>	150,000 gp
96	<i>Chaos diamond</i>	160,000 gp
97	<i>Cubic gate</i>	164,000 gp
98	<i>Iron flask</i>	170,000 gp
99	<i>Mirror of mental prowess</i>	175,000 gp
100	<i>Mirror of life trapping</i>	200,000 gp

Wondrous Item Descriptions

Standard wondrous items are described below.

Amulet of Health: This amulet is a golden disk on a chain. It usually bears the image of a lion or other powerful animal. The amulet grants the wearer an enhancement bonus to Constitution of +2, +4, or +6.

Moderate transmutation; CL 8th; Craft Wondrous Item, *bear's endurance*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Amulet of Mighty Fists: This amulet grants an enhancement bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

Faint evocation; CL 5th; Craft Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus; Price 6,000 gp (+1), 24,000 gp (+2), 54,000 gp (+3), 96,000 gp (+4), 150,000 gp (+5).

Amulet of Natural Armor: This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1 to +5, depending on the kind of amulet.

Faint transmutation; CL 5th; Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; Price 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), or 50,000 gp (+5).

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize *plane shift*. However, this is a difficult item to master. The user must make a DC 15 Intelligence check in order to get the amulet to take her to the plane (and the specific location on that plane) that she wants. If she fails, the amulet transports her and all those traveling with her to a random location on that plane (01–60 on d%) or to a random plane (61–100).

Strong conjuration; CL 15th; Craft Wondrous Item, *plane shift*; Price 120,000 gp.

Amulet of Proof against Detection and Location: This silver amulet protects the wearer from scrying and magical location just as a *nondetection* spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on herself). Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 35,000 gp.

Apparatus of the Crab: This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers: The device has the following characteristics: hp 200; hardness 15; Spd 20 ft., swim 20 ft.; AC 20 (−1 size, +11 natural); Atk +12 melee (2d8, 2 pincers).

Lever

(1d10) Lever Function

1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open “eyes” with <i>continual flame</i> inside/close “eyes”
9	Rise/sink in water
10	Open/close hatch

Operating a lever is a full-round action, and no lever may be operated more than once per round. However, since two Medium characters can fit inside, the apparatus can move and attack in the same round. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Strong evocation and transmutation; CL 19th; Craft Wondrous Item, *animate objects*, *continual flame*, creator must have 8 ranks in the Knowledge (architecture and engineering) skill; Price 90,000 gp; Weight 500 lb.

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag’s contents, depend on the bag’s type, as shown on the table below.

Bag	Contents		Market
	Bag Weight	Weight Limit	
Type I	15 lb.	250 lb.	30 cu. ft. 2,500 gp
Type II	25 lb.	500 lb.	70 cu. ft. 5,000 gp
Type III	35 lb.	1,000 lb.	150 cu. ft. 7,400 gp
Type IV	60 lb.	1,500 lb.	250 cu. ft. 10,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action—unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a *bag of holding* is placed within a *portable hole* a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*.

Bag of Tricks: This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the

commands described in the Handle Animal skill. Each of the three kinds of a *bag of tricks* produces a different set of animals. Use the following tables to determine what animals can be drawn out of each.

The heavy warhorse appears with harness and tack and accepts the character who drew it from the bag as a rider.

Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

Faint or moderate conjuration; CL 3rd (gray), 5th (rust), 9th (tan); Craft Wondrous Item, *summon nature's ally II* (gray), *summon nature's ally III* (rust), or *summon nature's ally V* (tan); Price 900 gp (gray); 3,000 gp (rust); 6,300 gp (tan).

Gray		Rust		Tan	
d%	Animal	d%	Animal	d%	Animal
01–30	Bat	01–30	Wolverine	01–30	Brown bear
31–60	Rat	31–60	Wolf	31–60	Lion
61–75	Cat	61–85	Boar	61–80	Heavy warhorse
76–90	Weasel	86–100	Black bear	81–90	Tiger
91–100	Badger			91–100	Rhinoceros

Bead of Force: This small black sphere appears to be a lusterless pearl. You can throw it up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.

It functions like a *resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, *disintegrate*, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within.

The explosion completely consumes the bead, making this a one-use item.

Moderate evocation; CL 10th; Craft Wondrous Item, *resilient sphere*; Price 3,000 gp.

Belt, Monk's: This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus.

Moderate transmutation; CL 10th; Craft Wondrous Item, *righteous might* or *transformation*; Price 13,000 gp; Weight 1 lb.

Belt of Dwarvenkind: This belt gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a -2 competence penalty on similar checks when dealing with anyone else. The wearer can understand, speak, and read Dwarven. If the wearer is not a dwarf, he gains 60-foot darkvision, dwarven stonecunning, a +2 enhancement bonus to Constitution, and a +2 resistance bonus on saves against poison, spells, or spell-like effects.

Moderate divination; CL 12th; Craft Wondrous Item, *tongues*, creator must be a dwarf; Price 14,900 gp; Weight 1 lb.

Belt of Giant Strength: This wide belt is made of thick leather and studded with iron. The belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6.

Moderate transmutation; CL 10th; Craft Wondrous Item, *bull's strength*; Price 16,000 gp (+4), 36,000 gp (+6); Weight 1 lb.

Blessed Book: This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

A wizard can fill the 1,000 pages of a *blessed book* with spells without paying the 100 gp per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

Moderate transmutation; CL 7th; Craft Wondrous Item, *secret page*; Price 12,500 gp; Weight 1 lb.

Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again.

Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*, creator must have 2 ranks in the Craft (shipmaking) skill; Price 7,200 gp; Weight 4 lb.

Boots of Elvenkind: These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +5 competence bonus on Move Silently checks.

Faint transmutation; CL 5th; Craft Wondrous Item, creator must be an elf; Price 2,500 gp; Weight 1 lb.

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if she had cast *levitate* on herself.

Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; Price 7,500 gp; Weight 1 lb.

Boots of Speed: As a free action, the wearer can click her boot heels together, enabling her to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Moderate transmutation; CL 10th; Craft Wondrous Item, *haste*; Price 12,000 gp; Weight 1 lb.

Boots of Striding and Springing: These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Jump checks.

Faint transmutation; CL 3rd; Craft Wondrous Item, *longstrider*, creator must have 5 ranks in the Jump skill; Price 5,500 gp; Weight 1 lb.

Boots of Teleportation: Any character wearing this footwear may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 49,000 gp; Weight 3 lb.

Boots of the Winterlands: This footgear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer, as if he were affected by an *endure elements* spell.

Faint abjuration and transmutation; CL 5th; Craft Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*; Price 2,500 gp; Weight 1 lb.

Boots, Winged: These boots appear to be ordinary 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 three times day for up to 5 minutes per flight.

Faint transmutation; CL 5th; Craft Wondrous Item, *fly*; Price 16,000 gp; Weight 1 lb.

Bottle of Air: This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle is a standard action, but a character so doing can then act for as long as she can hold her breath.

Moderate transmutation; CL 7th; Craft Wondrous Item, *water breathing*; Price 7,250 gp; Weight 2 lb.

Bowl of Commanding Water Elementals: This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a Large water elemental appears. The summoning words require 1 full round to speak. In all ways the bowl functions as the *summon monster VI* spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain). If salt water is used, the elemental is Huge rather than Large (as if *summon monster VII* had been cast).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 3 lb.

Bracelet of Friends: This silver charm bracelet has four charms upon it when created. The owner may designate one person known to him to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (a standard action) along with his or her gear, as long as the owner and the called person are on the same plane. The keyed individual knows who is calling, and the *bracelet of friends* only functions on willing travelers. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless. A bracelet found with fewer than four charms is worth 25% less for each missing charm.

Strong conjuration; CL 15th; Craft Wondrous Item, *refuge*; Price 19,000 gp.

Bracers of Archery, Greater: These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if she were proficient in its use. If she already has proficiency with any type of bow, she gains a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls whenever using that type of bow. Both bracers must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 25,000 gp; Weight 1 lb.

Bracers of Archery, Lesser: These wristbands function as *greater bracers of archery*, except that they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.

Faint transmutation; CL 4th; Craft Wondrous Item, Craft Magic Arms and Armor; Price 5,000 gp; Weight 1 lb.

Bracers of Armor: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Moderate conjuration; CL 7th; Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8); Weight 1 lb.

Brazier of Commanding Fire Elementals: This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a Large fire elemental appears. The summoning words require 1 full round to speak. In all ways the brazier functions as the *summon monster VI* spell. If brimstone is added, the

elemental is Huge instead of Large, and the brazier works as a *summon monster VII* spell. Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 5 lb.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

Faint abjuration; CL 1st; Craft Wondrous Item, *shield*; Price 1,500 gp.

Broom of Flying: This broom is able to fly through the air as if affected by an *overland flight* spell (average maneuverability) for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed of 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when she speaks the command word. The *broom of flying* has a speed of 40 feet when it has no rider.

Moderate transmutation; CL 9th; Craft Wondrous Item, *overland flight*, *permanency*; Price 17,000 gp; Weight 3 lb.

Candle of Invocation: Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 morale bonus on attack rolls, saving throws, and skill checks while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*, creator must be same alignment as candle created; Price 8,400 gp; Weight 1/2 lb.

Candle of Truth: This white tallow candle, when burned, calls into place a *zone of truth* spell (Will DC 13 negates) in a 5-foot radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

Faint enchantment; CL 3rd; Craft Wondrous Item, *zone of truth*; Price 2,500 gp; Weight 1/2 lb.

Cape of the Mountebank: On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

Moderate conjuration; CL 9th; Craft Wondrous Item, *dimension door*; Price 10,080 gp; Weight 1 lb.

Carpet of Flying: This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

Size	Capacity	Speed	Weight	Market Price
5 ft. by 5 ft.	200 lb.	40 ft.	8 lb.	20,000 gp
5 ft. by 10 ft.	400 lb.	40 ft.	15 lb.	35,000 gp
10 ft. by 10 ft.	800 lb.	40 ft.	10 lb.	60,000 gp

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. It has average maneuverability, but a *carpet of flying* can still hover.

Moderate transmutation; CL 10th; Craft Wondrous Item, *overland flight*, *permanency*.

Censer of Controlling Air Elementals: This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth a Large air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the *summon monster VI* spell. If *incense of meditation* is burned within the censer, the air elemental is an elder air elemental instead (as if *summon monster IX* had just been cast). Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 17th; Craft Wondrous Item, *summon monster VI*, *summon monster IX*; Price 100,000 gp; Weight 1 lb.

Chaos Diamond: This lustrous gemstone is uncut and about the size of a human fist. The gem grants its possessor the following powers:

- *Confusion, lesser*
- *Magic circle against law*
- *Word of chaos*

- **Cloak of chaos**

Each power is usable 1d4 times per day. This is rolled for each power individually and the character does not. A nonchaotic character who possesses a *chaos diamond* gains one negative level. Although this level never results in actual level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 19th; Craft Wondrous Item, *cloak of chaos*, *magic circle against law*, *random action*, *word of chaos*, creator must be chaotic; Price 160,000 gp; Weight 1 lb.

Chime of Interruption: This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes. While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Concentration check (DC 15 + the spell's level).

Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 16,800 gp; Weight 1 lb.

Chime of Opening: A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless.

Moderate transmutation; CL 11th; Craft Wondrous Item, *knock*; Price 3,000 gp; Weight 1 lb.

Circlet of Blasting, Minor: On command, this simple golden headband projects a blast of *searing light* (3d8 points of damage) once per day.

Faint evocation; CL 6th; Craft Wondrous Item, *searing light*; Price 6,480 gp.

Circlet of Blasting, Major: On command, this elaborate golden headband projects a blast of *searing light* (5d8 maximized for 40 points of damage) once per day.

Strong evocation; CL 17th; Craft Wondrous Item, Maximize Spell, *searing light*; Price 23,760 gp.

Circlet of Persuasion: This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.

Faint transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor*; Price 4,500 gp.

Cloak of Arachnidia: This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon her. In addition, the cloak grants her immunity to entrapment by *web* spells or webs of any sort—she can actually move in webs at half her normal speed. Once per day, the wearer of this cloak can cast *web*. She also gains a +2 luck bonus on all Fortitude saves against poison from spiders.

Faint conjuration and transmutation; CL 6th; Craft Wondrous Item, *spider climb*, *web*; Price 14,000 gp; Weight 1 lb.

Cloak of the Bat: Fashioned of dark brown or black cloth, this cloak bestows a +5 competence bonus on Hide checks. The wearer is also able to hang upside down from the ceiling, like a bat.

By holding the edges of the garment, the wearer is able to *fly* as per the spell. If he desires, the wearer can actually polymorph himself into an ordinary bat and fly accordingly. (All possessions worn or carried are part of the transformation.) Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

Moderate transmutation; CL 7th; Craft Wondrous Item, *fly*, *polymorph*; Price 26,000 gp; Weight 1 lb.

Cloak of Charisma: This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +2, +4, or +6 enhancement bonus to her Charisma score.

Moderate transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight 2 lb.

Cloak of Displacement, Minor: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. This displacement works similar to the *displacement* spell except that it only grants a 20% miss chance on attacks against the wearer. It functions continually.

Faint illusion; CL 3rd; Craft Wondrous Item, *displacement*; Price 24,000 gp; Weight 1 lb.

Cloak of Displacement, Major: This item appears to be a normal cloak, but on command its magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.

Moderate illusion; CL 7th; Craft Wondrous Item, Extend Spell, *displacement*; Price 50,000 gp; Weight 1 lb.

Cloak of Elvenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 competence bonus on Hide checks.

Faint illusion; CL 3rd; Craft Wondrous Item, *invisibility*, creator must be an elf; Price 2,500 gp; Weight 1 lb.

Cloak of Etherealness: This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell). The effect is dismissible. The cloak works for a total of up to 10 minutes per day. This duration need not be continuous.

Strong transmutation; CL 15th; Craft Wondrous Item, *ethereal jaunt*; Price 55,000 gp; Weight 1 lb.

Cloak of the Manta Ray: This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta ray (as the *polymorph* spell, except that it allows only manta ray form). He gains a +3 natural armor bonus, the ability to breathe underwater, and a swim speed of 60 feet, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Moderate transmutation; CL 9th; Craft Wondrous Item, *polymorph, water breathing*; Price 7,200 gp; Weight 1 lb.

Cloak of Resistance: These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying* (Will DC 16 negates).

Certain *crystal balls* have additional powers that can be used through the *crystal ball* on the target viewed.

Crystal Ball Type	Market Price
<i>Crystal ball</i>	42,000 gp
<i>Crystal ball with see invisibility</i>	50,000 gp
<i>Crystal ball with detect thoughts</i> (Will DC 13 negates)	51,000 gp
<i>Crystal ball with telepathy*</i>	70,000 gp
<i>Crystal ball with true seeing</i>	80,000 gp

* The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a *suggestion* (as the spell, Will DC 14 negates) as well.

Moderate divination; CL 10th; Craft Wondrous Item, *scrying* (plus any additional spells put into item); Weight 7 lb.

Cube of Force: This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* 10 feet on a side around her person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited to the maximum value given on the table.

When the *cube of force* is active, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal. Spells that affect the integrity of the screen also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:

Cub	e	Charge Cost per Minute	Maximum Speed	Effect
Face				
1	1	30 ft.	Keeps out gases, wind, etc.	
2	2	20 ft.	Keeps out nonliving matter	
3	3	15 ft.	Keeps out living matter	
4	4	10 ft.	Keeps out magic	
5	6	10 ft.	Keeps out all things	
6	0	As normal	Deactivates	

Attack Form	Extra Charges
<i>Horn of blasting</i>	6
<i>Wall of fire</i>	2
<i>Passwall</i>	3
<i>Disintegrate</i>	6
<i>Phase door</i>	5
<i>Prismatic spray</i>	7

Moderate evocation; CL 10th; Craft Wondrous Item, *wall of force*; Price 62,000 gp.

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.

Faint abjuration; CL 5th; Craft Wondrous Item, *protection from energy*; Price 27,000 gp.

Cubic Gate: This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane. The character creating the item should choose the planes to which the other five sides are keyed.

If a side of the *cubic gate* is pressed once, it opens a *gate* to a random point on the plane keyed to that side. There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble.

Pressing the side a second time closes the *gate*. It is impossible to open more than one *gate* at a time.

If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures in adjacent squares. (The other creatures may avoid this fate by succeeding on DC 23 Will saves).

Strong conjuration; CL 13th; Craft Wondrous Item, *plane shift*; Price 164,000 gp.

Darkskull: This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though an *unhallow* spell had been cast with the skull as the touched point of origin (except that no additional spell effect is tied or fixed to the *darkskull*).

Moderate evocation [evil]; CL 9th; Craft Wondrous Item, *unhallow*, creator must be evil; Price 60,000 gp; Weight 5 lb.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- “Stream” pours out 1 gallon per round.
- “Fountain” produces a 5-foot-long stream at 5 gallons per round.
- “Geyser” produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

Moderate transmutation; CL 9th; Craft Wondrous Item, *control water*; Price 9,000 gp; Weight 2 lb.

Deck of Illusions: This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

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 randomly generated deck is usually complete (11–100 on d%), but may be discovered (01–10) with 1d20 of its cards missing. If cards are missing, reduce the price by a corresponding amount.

Faint illusion; CL 6th; Craft Wondrous Item, *major image*; Price 8,100 gp; Weight 1/2 lb.

Dimensional Shackles: These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon her (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

Moderate abjuration; CL 11th; Craft Wondrous Item, *dimensional anchor*; Price 28,000 gp; Weight 5 lb.

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell (Will DC 16 partial). *Drums of panic* can be used once per day.

Moderate necromancy; CL 7th; Craft Wondrous Item, *fear*; Price 30,000 gp; Weight 10 lb. for the pair.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of *blur* and *displacement*. (In this, it works just like the *faerie fire* spell). The dust also reveals figments, *mirror images*, and *projected images* for what they are. A creature coated with the dust takes a –30 penalty on its Hide checks. The dust's effect lasts for 5 minutes.

Dust of appearance is typically stored in small silk packets or hollow bone tubes.

Faint conjuration; CL 5th; Craft Wondrous Item, *glitterdust*; Price 1,800 gp.

Dust of Disappearance: This dust looks just like *dust of appearance* and is typically stored in the same manner. A creature or object touched by it becomes invisible (as *greater invisibility*). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *see invisibility* or *invisibility purge*. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*. Other factors, such as sound and smell, also allow possible detection.

The *greater invisibility* bestowed by the dust lasts for 2d6 rounds. The invisible creature doesn't know when the duration will end.

Moderate illusion; CL 7th; Craft Wondrous Item, *greater invisibility*; Price 3,500 gp.

Dust of Dryness: This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an elemental with the water subtype, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

Moderate transmutation; CL 11th; Craft Wondrous Item, *control water*; Price 850 gp.

Dust of Illusion: This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put *dust of illusion* on a creature, and that creature is affected as if by a *disguise self* glamer, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a DC 11 Reflex save to avoid the dust. The glamer lasts for 2 hours.

Faint illusion; CL 6th; Craft Wondrous Item, *disguise self*; Price 1,200 gp.

Dust of Tracelessness: This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust. Survival checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.

Faint transmutation; CL 3rd; Craft Wondrous Item, *pass without trace*; Price 250 gp.

Efficient Quiver: This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item she wishes, as if from a regular quiver or scabbard. The *efficient quiver* weighs the same no matter what's placed inside it.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 1,800 gp; Weight 2 lb.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (01–10 on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91–100) that the efreeti of the bottle grants three *wishes*. In either case, the efreeti afterward disappears forever. The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as she commands. Roll each day the bottle is opened for that day's effect.

Strong conjuration; CL 14th; Craft Wondrous Item, *summon monster VII*; Price 145,000 gp; Weight 1 lb.

Elemental Gem: This gem contains a conjuration spell attuned to a specific Elemental Plane (Air, Earth, Fire, or Water). When the gem is crushed, smashed, or broken (a standard action), a Large elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. *Air elemental gems* are transparent, *earth elemental gems* are light brown, *fire elemental gems* are reddish orange, and *water elemental gems* are blue-green.

Moderate conjuration; CL 11th; Craft Wondrous Item, *summon nature's ally V*; Price 2,250 gp.

Elixir of Fire Breath: This strange elixir bestows upon the drinker the ability to spit gouts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

Moderate evocation; CL 11th; Craft Wondrous Item, *scorching ray*; Price 1,100 gp.

Elixir of Hiding: A character drinking this liquid gains an intuitive ability to hide (+10 competence bonus on Hide checks for 1 hour).

Faint illusion; CL 5th; Craft Wondrous Item, *invisibility*; Price 250 gp.

Elixir of Love: This sweet-tasting liquid causes the character drinking it to become *charmed* with the first creature she sees after consuming the draft (as *charm person*—the drinker must be a humanoid of Medium or smaller size, Will DC 14 negates). The *charm* effects wear off in 1d3 hours.

Faint transmutation; CL 4th; Craft Wondrous Item, *charm person*; Price 150 gp.

Elixir of Sneaking: This draught of liquid grants the drinker the ability to walk softly and dampens sound around her slightly, granting a +10 competence bonus on Move Silently checks for 1 hour.

Faint illusion; CL 5th; Craft Wondrous Item, *silence*; Price 250 gp.

Elixir of Swimming: This elixir bestows swimming ability. An almost imperceptible magic sheath surrounds the drinker, allowing him to glide through the water easily (+10 competence bonus on Swim checks for 1 hour).

Faint illusion; CL 2nd; Craft Wondrous Item, creator must have 5 ranks in the Swim skill; Price 250 gp.

Elixir of Truth: This elixir forces the individual drinking it to say nothing but the truth for 10 minutes (Will DC 13 negates). She is compelled to answer any questions put to her in that time, but with each question she is free to make a separate DC 13 Will save. If one of these secondary saves is successful, she doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question. No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

Faint enchantment; CL 5th; Craft Wondrous Item, *zone of truth*; Price 500 gp.

Elixir of Vision: Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy (+10 competence bonus on Search checks for 1 hour).

Faint divination; CL 2nd; Craft Wondrous Item, *true seeing*; Price 250 gp.

Eversmoking Bottle: This metal urn is identical in appearance to an *efreeti bottle*, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50-foot spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100-foot radius. This area remains smoke-filled until the *eversmoking bottle* is stoppered.

The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

Faint transmutation; CL 3rd; Craft Wondrous Item, *pyrotechnics*; Price 5,400 gp; Weight 1 lb.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* (one target per round) merely by meeting a target's gaze. Those failing a DC 16 Will save are *charmed* as per the spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10.

Moderate enchantment; CL 7th; Craft Wondrous Item, Heighten Spell, *charm person*; Price 56,000 gp for a pair.

Eyes of Doom: These crystal lenses fit over the user's eyes, enabling him to cast *doom* upon those around him (one target per round) as a gaze attack, except that the wearer must take a standard action, and those merely looking at the wearer are not affected. Those failing a DC 11 Will save are affected as by the *doom* spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10. However, if the wearer has both lenses, he gains the additional power of a continual *deathwatch* effect and can use *fear* (Will DC 16 partial) as a normal gaze attack once per week.

Moderate necromancy; CL 11th; Craft Wondrous Item, *doom*, *deathwatch*, *fear*; Price 25,000 gp.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 competence bonus on Spot checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye. Of course, she can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.

Faint divination; CL 3rd; Craft Wondrous Item, *clairaudience/clairvoyance*; Price 2,500 gp.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. They allow her to use a petrification gaze attack (Fortitude DC 19 negates) for 10 rounds per day. Both lenses must be worn for the magic to be effective.

Moderate transmutation; CL 11th; Craft Wondrous Item, *flesh to stone*; Price 98,000 gp.

Figurines of Wondrous Power: Each of the several kinds of *figurines of wondrous power* appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Bronze Griffon: When animated, a *bronze griffon* acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the *bronze griffon* once again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

Ebony Fly: When animated, an *ebony fly* is the size of a pony and has all the statistics of a hippogriff but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *ebony fly* again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 10,000 gp.

Golden Lions: These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 16,500 gp.

Ivory Goats: These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

- **The Goat of Traveling:** This statuette provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.

- **The Goat of Travail:** This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.

- **The Goat of Terror:** When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a light warhorse. However, its rider can employ the goat's horns as weapons (one horn as a +3 *heavy lance*, the other as a +5 *longsword*). When ridden in an attack against an opponent, the *goat of terror* radiates *fear* as the spell in a 30-foot radius (Will DC 16 partial). It can be used once every two weeks for up to 3 hours per use.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 21,000 gp.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 17,000 gp.

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: *overland flight*, *plane shift*, and *ethereal jaunt*. The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry him to the lower planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an *obsidian steed* becomes ethereal or *plane shifts*, its rider and his gear follow suit. Thus, the user can travel to other planes via this means.

Strong conjuration and transmutation; CL 15th; Craft Wondrous Item, *animate objects*, *ethereality*, *fly*, *plane shift*; Price 28,500 gp.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a riding dog except that it is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities. (It has the scent ability and adds +4 to its Spot and Search checks.) It has 60-foot darkvision, and it can *see invisibility*. An *onyx dog* can be used once per week for up to 6 hours. It obeys only its owner.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 15,500 gp.

Serpentine Owl: This figurine becomes either a normal-sized horned owl or a giant owl according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing her of all it sees and hears. (Remember the limitations of its Intelligence.)

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price 9,100 gp.

Silver Raven: This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it hardness 10). Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous.

Faint enchantment and transmutation; CL 6th; Craft Wondrous Item, *animal messenger*, *animate objects*; Price 3,800 gp.

Feather Token: Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty-two Medium characters or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (5-foot diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base attack bonus, does 1d6+1 points of damage, has a +1 enhancement bonus on attack and damage rolls, and makes a free grapple attack (with a +15 attack bonus) if it hits. The whip lasts no longer than 1 hour.

Moderate conjuration; CL 12th; Craft Wondrous Item, *major creation*; Price 50 gp (*anchor*), 300 gp (*bird*), 200 gp (*fan*), 450 gp (*swan boat*), 400 gp (*tree*), 500 gp (*whip*).

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, adding a +2 enhancement bonus to his Strength score. Both gauntlets must be worn for the magic to be effective.

Faint transmutation; CL 6th; Craft Wondrous Item, *bull's strength*; Price 4,000 gp; Weight 4 lb.

Gauntlet of Rust: This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can affect an object as with the *rusting grasp* spell. It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.

Moderate transmutation; CL 7th; Craft Wondrous Item, *rusting grasp*; Price 11,500 gp; Weight 2 lb.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

- One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.
- Another command word causes the *gem of brightness* to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a DC 14 Fortitude save. This use of the gem expends 1 charge.

- The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot cone. Although this glare lasts but a moment, any creature within the cone must make a DC 14 Fortitude save or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes nonmagical.
Faint evocation; CL 6th; Craft Wondrous Item, *daylight*; Price 13,000 gp.

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a *gem of seeing* enables the user to see as though she were affected by the *true seeing* spell. A *gem of seeing* can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit.

Moderate divination; CL 10th; Craft Wondrous Item, *true seeing*; Price 75,000 gp.

Gloves of Arrow Snaring: Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for it. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

Faint abjuration; CL 3rd; Craft Wondrous Item, *shield*; Price 4,000 gp.

Gloves of Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enhancement bonus of +2, +4, or +6. Both gloves must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Craft Wondrous Item, *cat's grace*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Glove of Storing: This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving the item is a free action. The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen. Spell durations are not suppressed, but continue to expire. If an effect is suppressed or dispelled, the stored item appears instantly.

Faint transmutation; CL 6th; Craft Wondrous Item, *shrink item*; Price 10,000 gp (one glove).

Gloves of Swimming and Climbing: These apparently normal lightweight gloves grant a +5 competence bonus on Swim checks and Climb checks. Both gloves must be worn for the magic to be effective.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength, cat's grace*; Price 6,250 gp.

Goggles of Minute Seeing: The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable her to see much better than normal at distances of 1 foot or less, granting her a +5 competence bonus on Search checks to find secret doors, traps, and similar concealed objects. Both lenses must be worn for the magic to be effective.

Faint divination; CL 3rd; Craft Wondrous Item, *true seeing*; Price 1,250 gp.

Goggles of Night: The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *darkvision*; Price 12,000 gp.

Golem Manual: A *golem manual* contains information, incantations and magical power that help a character to craft a golem. The instructions therein grant a +5 competence bonus on skill checks made to craft the golem's body. Each manual also holds the prerequisite spells needed for a specific golem, effectively grants the builder use of the Craft Construct feat during the construction of the golem, and grants the character an increase to her caster level for the purpose of crafting a golem. Any golem built using a *golem manual* does not cost the creator any XP, since the requisite XP are "contained" in the book and "expended" by the book during the creation process.

The spells included in a *golem manual* require a spell trigger activation and can be activated only to assist in the construction of a golem. The cost of the book does not include the cost of constructing the golem's body. Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated.

Clay Golem Manual: The book contains *animate objects, bless, commune, prayer, and resurrection*. The reader may treat her caster level as two levels higher than normal for the purpose of crafting a clay golem. The book supplies 1,540 XP for the creation of a clay golem.

Moderate conjuration, divination, enchantment, and transmutation; CL 11th; Craft Construct, creator must be caster level 11th, *animate objects, commune, prayer, resurrection*; Price 12,000 gp; Cost 2,150 gp + 1,712 XP; Weight 5 lb.

Flesh Golem Manual: The book contains *animate dead, bull's strength, geas/quest, and limited wish*. The reader may treat her caster level as one level higher than normal for the purpose of crafting a flesh golem. The book supplies 780 XP for the creation of a flesh golem.

Moderate enchantment, necromancy [evil], and transmutation; CL 8th; Craft Construct, creator must be caster level 8th, *animate dead, bull's strength, geas/quest, limited wish*; Price 8,000 gp; Cost 2,050 gp + 944 XP; Weight 5 lb.

Iron Golem Manual: The book contains *cloudkill, geas/quest, limited wish, and polymorph any object*. The reader may treat her caster level as four levels higher than normal for the purpose of crafting a iron golem. The book supplies 5,600 XP for the creation of a iron golem.

Strong conjuration, enchantment and transmutation; CL 16th; Craft Construct, creator must be caster level 16th, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*; Price 35,000 gp; Cost 3,500 gp + 5,880 XP; Weight 5 lb.

Stone Golem Manual: The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a stone golem. The book supplies 3,400 XP for the creation of a stone golem.

Strong abjuration and enchantment; CL 14th; Craft Construct, creator must be caster level 14th, *antimagic field*, *geas/quest*, *symbol of stunning*; Price 22,000 gp; Cost 2,500 gp + 3,600 XP; Weight 5 lb.

Stone Golem Manual, Greater: The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The reader may treat her caster level as three levels higher than normal for the purpose of crafting a stone golem. The book supplies 7,640 XP for the creation of a greater stone golem.

Strong abjuration and enchantment; CL 16th; Craft Construct, creator must be caster level 16th, *antimagic field*, *geas/quest*, *symbol of stunning*; Price 44,000 gp; Cost 2,900 gp + 7,872 XP; Weight 5 lb.

Hand of Glory: This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit. The hand can wear only one ring at a time. Even without a ring, the hand itself allows its wearer to use *daylight* and *see invisibility* each once per day.

Faint varied; CL 5th; Craft Wondrous Item, *animate dead*, *daylight*, *detect invisibility*; Price 8,000 gp; Weight 2 lb.

Hand of the Mage: This mummified elf hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would). It allows the wearer to utilize the spell *mage hand* at will.

Faint transmutation; CL 2nd; Craft Wondrous Item, *mage hand*; Price 900 gp; Weight 2 lb.

Handy Haversack: A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*; Price 2,000 gp; Weight 5 lb.

Harp of Charming: This instrument is a golden, intricately carved harp. When played, it enables the performer to work one *suggestion* (as the spell, Will DC 14 negates) into the music for each 10 minutes of playing if he can succeed on a DC 14 Perform (string instruments) check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.

Faint enchantment; CL 5th; Craft Wondrous Item, *suggestion*; Price 7,500 gp; Weight 5 lb.

Hat of Disguise: This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

Faint illusion; CL 1st; Craft Wondrous Item, *disguise self*; Price 1,800 gp.

Headband of Intellect: This device is a light cord with a small gem set so that it rests upon the forehead of the wearer. The headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +2, +4, or +6. This enhancement bonus does not earn the wearer extra skill points when a new level is attained; use the unenhanced Intelligence bonus to determine skill points.

Moderate transmutation; CL 8th; Craft Wondrous Item, *fox's cunning*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crownlike, gem-tipped spikes. The jewels' functions are as follows:

- Diamond: *Prismatic spray* (save DC 20)
- Ruby: *Wall of fire*
- Fire opal: *Fireball* (10d6, Reflex DC 20 half)
- Opal: *Daylight*

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated.

- It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures within that range.
- The wearer may command any weapon he wields to become a flaming weapon. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon). The command takes 1 round to take effect.
- The helm provides resistance to fire 30. This protection does not stack with similar protection from other sources.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional DC 15 Will save, the remaining gems on the helm overload and detonate. Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer. The opals and the helm itself are destroyed.

Strong varied; CL 13th; Craft Wondrous Item, *detect undead, fireball, flame blade, light, prismatic spray, protection from energy, wall of fire*; Price 125,000 gp; Weight 3 lb.

Helm of Comprehend Languages and Read Magic: Appearing as a normal helmet, a *helm of comprehend languages and read magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 competence bonus on Decipher Script checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use.

Faint divination; CL 4th; Craft Wondrous Item, *comprehend languages, read magic*; Price 5,200 gp; Weight 3 lb.

Helm of Telepathy: The wearer can use *detect thoughts* at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* (as the spell, Will DC 14 negates) along with his telepathic message.

Faint divination and enchantment; CL 5th; Craft Wondrous Item, *detect thoughts, suggestion*; Price 27,000 gp; Weight 3 lb.

Helm of Teleportation: A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 73,500 gp; Weight 3 lb.

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.

Faint transmutation; CL 5th; Craft Wondrous Item, *water breathing*; Price 57,000 gp; Weight 3 lb.

Horn of Blasting: This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (a DC 16 Fortitude save reduces the damage by half and negates the deafening). Crystalline objects and creatures take 7d6 points of sonic damage, with no save unless they're held, worn, or carried by creatures (Will DC 16 negates).

If a *horn of blasting* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.

Moderate evocation; CL 7th; Craft Wondrous Item, *shout*; Price 20,000 gp; Weight 1 lb.

Horn of Blasting, Greater: This horn functions as a *horn of blasting*, except that it deals 10d6 points of sonic damage, stuns creatures for 1 round, and deafens them for 4d6 rounds (a DC 19 Fortitude save reduces the damage by half and negates the stunning and deafening). Crystalline objects take 16d6 points of sonic damage as described for the *horn of blasting*. A *greater horn of blasting* also has a 20% cumulative chance of exploding.

Strong evocation; CL 16th; Craft Wondrous Item, *greater shout*; Price 70,000 gp; Weight 1 lb.

Horn of Fog: This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell. The fog covers a 10-foot square next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Faint conjuration; CL 3rd; Craft Wondrous Item, *obscuring mist*; Price 2,000 gp; Weight 1 lb.

Horn of Goodness/Evil: This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*. If he is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day.

Faint abjuration; CL 6th; Craft Wondrous Item, *magic circle against good, magic circle against evil*; Price 6,500 gp; Weight 1 lb.

Horn of the Tritons: This device is a conch shell that can be blown once per day except by a triton which can sound it three times per day. A *horn of the tritons* can perform any one of the following functions when blown.

- Calm rough waters in a 1-mile radius. This effect dispels a summoned water elemental if it fails a DC 16 Will save.
- Attract 5d4 Large sharks (01–30 on d%), 5d6 Medium sharks (31–80), or 1d10 sea lions (81–100) if the character is in a body of water in which such creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.

- Causes aquatic creatures with Intelligence scores of 1 or 2 within 500 feet to become panicked as if they had been targeted by a *fear* spell (Will DC 16 partial). Those who successfully save are shaken for 3d6 rounds.

Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius.

Moderate conjuration and transmutation; CL 8th; Craft Wondrous Item, *fear*, *summon monster V*, *control water*, creator must be a triton or get construction aid from a triton; Price 15,100 gp; Weight 2 lb.

Horn of Valhalla: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn's type determines what barbarians are summoned and what prerequisite is needed to use the horn. Any character who uses a *horn of Valhalla* but doesn't have the prerequisite is attacked by the barbarians she herself summoned.

d%	Type of Horn	Barbarians Summoned	Prerequisite
01–40	Silver	2d4+2, 2nd level	None
41–75	Brass	2d4+1, 3rd level	Spellcaster level 1st
76–90	Bronze	2d4, 4th level	Proficiency with all martial weapons or bardic music ability
91–100	Iron	1d4+1, 5th level	Proficiency with all martial weapons or bardic music ability

Summoned barbarians are constructs, not actual people (though they seem to be); they arrive with the starting equipment for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*; Price 50,000 gp; Weight 2 lb.

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet; this counts as an enhancement bonus. As with other effects that increase speed, jumping distances increase proportionally. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *haste*; Price 3,000 gp; Weight 2 lb. (for four).

Horseshoes of a Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Craft Wondrous Item, *levitate*; Price 6,000 gp; Weight 4 lb. (for four).

Incense of Meditation: This small rectangular block of sweet smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a DC 15 Spellcraft check.

When a divine spellcaster lights a block of *incense of meditation* and then spends 8 hours praying and meditating nearby, the incense enables him to prepare all his spells as though affected by the Maximize Spell feat. However, all the spells prepared in this way are at their normal level, not at three levels higher (as with the regular metamagic feat).

Each block of incense burns for 8 hours, and the effects persist for 24 hours.

Moderate enchantment; CL 7th; Craft Wondrous Item, Maximize Spell, *bless*; Price 4,900 gp; Weight 1 lb.

Instant Fortress: This metal cube is small, but when activated by speaking a command word it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even *knock* spells can't open the door.

The adamantine walls of *instant fortress* have 100 hit points and hardness 20. The fortress cannot be repaired except by a *wish* or a *miracle*, which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (Reflex DC 19 half).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

Strong conjuration; CL 13th; Craft Wondrous Item, *mage's magnificent mansion*; Price 55,000 gp.

Ioun Stones: These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. *Ioun stones* have AC 24, 10 hit points, and hardness 5.

Color	Shape	Effect	Market Price
Clear	Spindle	Sustains creature without food or water	4,000 gp

Deep red	Sphere	+2 enhancement bonus to Dexterity	8,000 gp
Incandescent blue	Sphere	+2 enhancement bonus to Wisdom	8,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength	8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	8,000 gp
Pink and green	Sphere	+2 enhancement bonus to Charisma	8,000 gp
Scarlet and blue	Sphere	+2 enhancement bonus to Intelligence	8,000 gp
Dark blue	Rhomboid	Alertness (as the feat)	10,000 gp
Vibrant purple	Prism	Stores three levels of spells, as a <i>ring of spell storing</i>	36,000 gp
Iridescent	Spindle	Sustains creature without air	18,000 gp
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower ¹	20,000 gp
Pearly white	Spindle	Regenerate 1 point of damage per hour	20,000 gp
Pale green	Prism	+1 competence bonus on attack rolls, saves, skill checks, and ability checks	30,000 gp
Orange	Prism	+1 caster level	30,000 gp
Lavender and green	Ellipsoid	Absorbs spells of 8th level or lower ²	40,000 gp

1 After absorbing twenty spell levels, the stone burns out and turns to dull gray, forever useless.

2 After absorbing fifty spell levels, the stone burns out and turns dull gray, forever useless.

Regeneration from the pearly white *ioun stone* works like a *ring of regeneration*. (It only cures damage taken while the character is using the stone.) The pale lavender and lavender and green stones work like a *rod of absorption*, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see *ring of minor spell storing*).

Moderate varied; CL 12th; Craft Wondrous Item, creator must be 12th level.

Iron Bands of Binding: When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bandings on the globe.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful ranged touch attack. A single Large or smaller creature can be captured thus and held immobile until the 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 30 Escape Artist check. *Iron bands of binding* are usable once per day.

Strong evocation; CL 13th; Craft Wondrous Item, *grasping hand*; Price 26,000 gp; Weight 1 lb.

Iron Flask: These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a DC 19 Will save. The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile. A newly discovered bottle might contain any of the following:

d%	Contents	d%	Contents
01–50	Empty	89	Demon (glabrezu)
51–54	Large air elemental	90	Demon (succubus)
55–58	Arrowhawk	91	Devil (osyluth)
59–62	Large earth elemental	92	Devil (barbazu)
63–66	Xorn	93	Devil (erinyes)
67–70	Large fire elemental	94	Devil (cornugon)
71–74	Salamander	95	Celestial (avoral)
75–78	Large water elemental	96	Celestial (ghaele)
79–82	Adult tojanida	97	Formian myrmarch
83–84	Chaos Beast	98	Arrowhawk, elder
85–86	Formian taskmaster	99	Rakshasa
87	Demon (vrock)	100	Demon (balor) or devil (pit fiend)—equal chance for either
88	Demon (hezrou)		

Strong conjuration; CL 20th; Craft Wondrous Item, *trap the soul*; Price 170,000 gp (empty); Weight 1 lb.

Lantern of Revealing: This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it, just like the spell *invisibility purge*.

Faint evocation; CL 5th; Craft Wondrous Item, *invisibility purge*; Price 30,000 gp; Weight 2 lb.

Lens of Detection: This circular prism enables its user to detect minute details, granting a +5 bonus on Search checks. It also aids in following tracks, adding a +5 bonus on Survival checks when tracking. The lens is about 6 inches in diameter and set in a frame with a handle.

Moderate divination; CL 9th; Craft Wondrous Item, *true seeing*; Price 3,500 gp; Weight 1 lb.

Lyre of Building: If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a DC 18 Perform (string instruments) check. If it fails, she must stop and cannot play the lyre again for this purpose until a week has passed.

Faint transmutation; CL 6th; Craft Wondrous Item, *fabricate*; Price 13,000 gp; Weight 5 lb.

Mantle of Faith: This holy garment, worn over normal clothing, grants damage reduction 5/evil to the character wearing it. Strong abjuration [good]; CL 20th; Craft Wondrous Item, *stoneskin*; Price 76,000 gp.

Mantle of Spell Resistance: This garment, worn over normal clothing or armor, grants the wearer spell resistance 21.

Moderate abjuration; CL 9th; Craft Wondrous Item, *spell resistance*; Price 90,000 gp.

Manual of Bodily Health: This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Manual of Gainful Exercise: This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of manual) to her Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Manual of Quickness of Action: This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of manual) to his Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *wish* or *miracle*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Marvelous Pigments: These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of *marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface.

Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 10 minutes and a DC 15 Craft (painting) check to depict an object with the pigments. *Marvelous pigments* cannot create magic items. Objects of value depicted by the pigments—precious metals, gems, jewelry, ivory, and so on—appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp.

Items created are not magical; the effect is instantaneous.

Strong conjuration; CL 15th; Craft Wondrous Item, *major creation*; Price 4,000 gp.

Mask of the Skull: This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 50 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a touch attack against the target based on the wearer's base attack bonus. If the attack succeeds, the target must make a DC 20 Fortitude save or be struck dead, as if affected by a *finger of death* spell. If the target succeeds on his saving throw, he nevertheless takes 3d6+13 points of damage. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16, 10 hit points, and hardness 6.

Strong necromancy and transmutation; CL 13th; Craft Wondrous Item, *animate objects*, *finger of death*, *fly*; Price 22,000 gp; Weight 3 lb.

Mattock of the Titans: This digging tool is 10 feet long. Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is the equivalent of a Gargantuan +3 adamantine warhammer, dealing 4d6 points of base damage.

Strong transmutation; CL 16th; Craft Wondrous Item, Craft Magic Arms and Armor, *move earth*; Price 23,348 gp; Cost 13,348 gp + 800 XP; Weight 120 lb.

Maul of the Titans: This mallet is 8 feet long. If used as a weapon, it is the equivalent of a +3 greatclub and deals triple damage against inanimate objects. However, the wielder must have a Strength of at least 18 to wield it properly. Otherwise, she takes a -4 penalty on attack rolls.

Strong evocation; CL 15th; Craft Wondrous Item, Craft Magic Arms and Armor, *clenched fist*; Price 25,305 gp; Cost 12,305 gp + 480 XP; Weight 160 lb.

Medallion of Thoughts: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

Faint divination; CL 5th; Craft Wondrous Item, *detect thoughts*; Price 12,000 gp.

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. A *mirror of life trapping* has fifteen nonspatial extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its own reflection must make a DC 23 Will save or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack).

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

Strong abjuration; CL 17th; Craft Wondrous Item, *imprisonment*; Price 200,000 gp; Weight 50 lb.

Mirror of Mental Prowess: This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. The possessor who knows the proper commands can cause it to perform as follows.

- Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.
 - View other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
 - Use it as a portal to visit other places. The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured. Others can follow her through the mirror if they like. An invisible portal remains on the other side where she arrives, and she can return through that portal. Once she returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word.
- Creatures with Intelligence of 12 or higher might notice the portal just as they might notice a magical sensor from a *scrying* spell. Any creature who steps through the portal appears in front of the mirror.
- Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).

Strong conjuration and divination; CL 17th; Craft Wondrous Item, *detect thoughts*, *clairaudience/clairvoyance*, *gate*, *legend lore*; Price 175,000 gp; Weight 40 lb.

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely. The mirror functions up to four times per day.

Strong necromancy; CL 15th; Craft Wondrous Item, *clone*; Price 92,000 gp; Weight 45 lb.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as *cloudkill* and *stinking cloud* effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

Moderate transmutation; CL 7th; Craft Wondrous Item, *alter self*; Price 9,000 gp.

Necklace of Fireballs: This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which

hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (Reflex DC 14 half). Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals.

Each *necklace of fireballs* contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

Necklace	10d6	9d6	8d 6	7d6 6	6d 6	5d6	4d6	3d 6	2d6	Market Price
Type I	—	—	—	—	1	—	2	—	—	1,650 gp
Type II	—	—	—	—	1	—	2	—	2	2,700 gp
Type III	—	—	—	1	—	2	—	4	—	4,350 gp
Type IV	—	—	1	—	2	—	2	—	4	5,400 gp
Type V	—	1	—	2	—	2	—	2	—	5,850 gp
Type VI	1	—	2	—	2	—	4	—	—	8,100 gp
Type VII	1	2	—	2	—	2	—	2	—	8,700 gp

If the necklace is being worn or carried by a character who fails her saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

Moderate evocation; CL 10th; Craft Wondrous Item, *fireball*.

Orb of Storms: This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day she can call upon the orb to use a *control weather* spell. Once per month, she can conjure a *storm of vengeance*. The possessor of the orb is continually protected by an *endure elements* effect.

Strong varied; CL 18th; Craft Wondrous Item, *control weather, endure elements, storm of vengeance*; Price 48,000 gp; Weight 6 lb.

Pearl of Power: This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a *pearl of power* enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Strong transmutation; CL 17th; Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; Price 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two spells).

Pearl of the Sirines: This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, she understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if she were in clean, fresh air. Her swim speed is 60 feet, and she can cast spells and act underwater without hindrance.

Moderate abjuration and transmutation; CL 8th; Craft Wondrous Item, *freedom of movement, water breathing*; Price 15,300 gp.

Periapt of Health: The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Faint conjuration; CL 5th; Craft Wondrous Item, *remove disease*; Price 7,500 gp.

Periapt of Proof against Poison: This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

Faint conjuration; CL 5th; Craft Wondrous Item, *neutralize poison*; Price 27,000 gp.

Periapt of Wisdom: Although it appears to be a normal pearl on a light chain, a *periapt of wisdom* actually increases the possessor's Wisdom score in the form of an enhancement bonus of +2, +4, or +6 (depending on the individual item).

Moderate transmutation; CL 8th; Craft Wondrous Item, *owl's wisdom*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6).

Periapt of Wound Closure: This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop to between -1 and -9 inclusive. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt, but he is still susceptible to damage from bleeding that causes Constitution loss, such as that dealt by a wounding weapon.

Moderate conjuration; CL 10th; Craft Wondrous Item, *heal*; Price 15,000 gp.

Phylactery of Faithfulness: This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Faint divination; CL 1st; Craft Wondrous Item, *detect chaos, detect evil, detect good, detect law*; Price 1,000 gp.

Phylactery of Undead Turning: This item is a boon to any character able to turn undead, allowing him to do so as if his class level were four levels higher than it actually is.

Moderate necromancy [good]; CL 10th; Craft Wondrous Item, 10th-level cleric; Price 11,000 gp.

Pipes of Haunting: This magic item appears to be a small set of pan pipes. When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create an eerie, spellbinding tune. Those within 30 feet who hear the tune must succeed on a DC 13 Will save or become frightened for 4 rounds. Creatures with 6 or more Hit Dice are unaffected. *Pipes of haunting* can be sounded twice a day.

Faint necromancy; CL 4th; Craft Wondrous Item, *scare*; Price 6,000 gp; Weight 3 lb.

Pipes of Pain: These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by someone who succeeds on a DC 15 Perform (wind instruments) check, the pipes create a wondrous melody. All within 30 feet must make a DC 14 Will save or be fascinated by the sound. (This is a mind-affecting sonic compulsion.)

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, she takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks is doubled. Thereafter, the least noise causes an affected character to become shaken (except when she is in a totally silent area). This hypersensitivity is a curse and therefore hard to remove (see the *bestow curse* spell).

Faint enchantment and evocation; CL 6th; Craft Wondrous Item, creator must have the bardic music class feature, *sound burst*; Price 12,000 gp; Weight 3 lb.

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d3 rat swarms if rats are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a DC 10 Perform (wind instruments) check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check DC is 15.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

Faint conjuration; CL 2nd; Craft Wondrous Item, *charm animal, summon nature's ally I, wild empathy* ability; Price 1,150 gp; Weight 3 lb.

Pipes of Sounding: When played by a character who has the Perform (wind instruments) skill, these pipes create a variety of sounds. The figment sounds are the equivalent of *ghost sound* (caster level 2nd).

Faint illusion; CL 2nd; Craft Wondrous Item, *ghost sound*; Price 1,800 gp; Weight 3 lb.

Portable Hole: A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

Moderate conjuration; CL 12th; Craft Wondrous Item, *plane shift*; Price 20,000 gp.

Restorative Ointment: A jar of this unguent is 3 inches in diameter and 1 inch deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it removes disease (as *remove disease*). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*). Faint conjuration; CL 5th; Craft Wondrous Item, *cure light wounds, neutralize poison, remove disease*; Price 4,000 gp; Weight 1/2 lb.

Ring Gates: These always come in pairs—two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This useful device allows for instantaneous transport of items or messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a *ring gate*. A Small character can make a DC 13 Escape Artist check to slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily. Each ring has a “entry side” and an “exit side,” both marked with appropriate symbols.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 40,000 gp; Weight 1 lb. each.

Robe of the Archmagi: This normal-appearing garment can be white (01–45 on d%, good alignment), gray (46–75, neither good nor evil alignment), or black (76–100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers.

- +5 armor bonus to AC.
- Spell resistance 18.
- +4 resistance bonus on all saving throws.
- +2 enhancement bonus on caster level checks made to overcome spell resistance.

If a white robe is donned by an evil character, she immediately gains three negative levels. The reverse is true with respect to a black robe donned by a good character. An evil or good character who puts on a gray robe, or a neutral character who dons either a white or black robe, gains two negative levels. While these negative levels never result in lost levels, they remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 14th; Craft Wondrous Item, *antimagic field*, *mage armor* or *shield of faith*, creator must be of same alignment as robe; Price 75,000 gp; Weight 1 lb.

Robe of Blending: When this robe is put on, the wearer intuitively knows that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of his surroundings. This allows him a +10 competence bonus on Hide checks. The wearer can adopt the appearance of another creature, as with the *disguise self* spell, at will. All creatures acquainted with and friendly to the wearer see him normally.

Moderate illusion; CL 10th; Craft Wondrous Item, *disguise self*; Price 30,000 gp; Weight 1 lb.

Robe of Bones: This handy item functions much like a *robe of useful items* for the serious necromancer. It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery and recognize them for the creatures they become, and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature (see the list below). The skeleton or zombie is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned, or destroyed. A newly created *robe of bones* always has two embroidered figures of each of the following undead:

- Small goblin skeleton
- Medium human commoner skeleton
- Medium wolf skeleton
- Small goblin zombie
- Medium human commoner zombie
- Medium wolf zombie

Moderate necromancy [evil]; CL 6th; Craft Wondrous Item, *animate dead*; Price 2,400 gp; Weight 1 lb.

Robe of Eyes: This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical 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 flanked. However, she is not able to avert her eyes or close her eyes when confronted by a creature with a gaze attack.

A *light* or *continual flame* spell cast directly on a *robe of eyes* causes it to be blinded for 1d3 minutes. A *daylight* spell blinds it for 2d4 minutes.

Moderate divination; CL 11th; Craft Wondrous Item, *true seeing*; Price 120,000 gp; Weight 1 lb.

Robe of Scintillating Colors: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (Will DC 16 negates). This is a mind-affecting pattern effect.

Every round of continuous scintillation of the robe gives the wearer better concealment. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until it reaches 50% (total concealment).

The robe illuminates a 30-foot radius continuously.

The effect can be used no more than a total of 10 rounds per day.

Moderate illusion; CL 11th; Craft Wondrous Item, *blur*, *rainbow pattern*; Price 27,000 gp; Weight 1 lb.

Robe of Stars: This garment is typically black or dark blue and embroidered with small white or silver stars. The robe has three magical powers.

- It enables its wearer to travel physically to the Astral Plane, along with all that she is wearing or carrying.
- It gives its wearer a +1 luck bonus on all saving throws.
- Its wearer can use up to six of the embroidered stars on the chest portion of the robe as +5 shuriken. The robe grants its wearer proficiency with such weapons. Each shuriken disappears after it is used.

Strong varied; CL 15th; Craft Wondrous Item, *magic missile*, *astral projection* or *plane shift*; Price 58,000 gp; Weight 1 lb.

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they

become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d%	Result
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6 in. by 6 in. by 1 ft.), 500 gp value
16–22	Door, iron (up to 10 ft. wide and 10 ft. high and barred on one side—must be placed upright, attaches and hinges itself)
23–30	Gems, 10 (100 gp value each)
31–44	Ladder, wooden (24 ft. long)
45–51	Mule (with saddle bags)
52–59	Pit, open (10 ft. by 10 ft. by 10 ft.)
60–68	<i>Potion of cure serious wounds</i>
69–75	Rowboat (12 ft. long)
76–83	Minor scroll of one randomly determined spell
84–90	War dogs, pair (treat as riding dogs)
91–96	Window (2 ft. by 4 ft., up to 2 ft. deep)
97–100	Portable ram

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

Moderate transmutation; CL 9th; Craft Wondrous Item, *fabricate*; Price 7,000 gp; Weight 1 lb.

Rope of Climbing: A 60-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Faint transmutation; CL 3rd; Craft Wondrous Item, *animate rope*; Price 3,000 gp; Weight 3 lb.

Rope of Entanglement: A *rope of entanglement* looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim. An entangled creature can break free with a DC 20 Strength check or a DC 20 Escape Artist check.

The rope has AC 22, 12 hit points, and hardness 10, and it has damage reduction 5/slashing as well. The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if a *rope of entanglement* is severed (all 12 hit points lost to damage), it is destroyed.

Moderate transmutation; CL 12th; Craft Wondrous Item, *animate objects*, *animate rope*, *entangle*; Price 21,000 gp; Weight 5 lb.

Salve of Slipperiness: This substance provides a +20 competence bonus on all Escape Artist checks, meaning that it is almost impossible to grapple such a character or to tie or chain him up. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve. If it is smeared on a floor or on steps, the area should be treated as a long-lasting *grease* spell. The salve requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine).

Salve of slipperiness is needed to coat the inside of a container that is meant to hold *sovereign glue* (see below).

Faint conjuration; CL 6th; Craft Wondrous Item, *grease*; Price 1,000 gp.

Scabbard of Keen Edges: This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within it.

Faint transmutation; CL 5th; Craft Wondrous Item, *keen edge*; Price 16,000 gp; Weight 1 lb.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains spell resistance 20. The scarab can also absorb energy-draining attacks, death effects, and negative energy effects. Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

Strong abjuration and necromancy; CL 18th; Craft Wondrous Item, *death ward*, *spell resistance*; Price 38,000 gp.

Scarab, Golembane: This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate (a standard action) in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction.

Moderate divination; CL 8th; Craft Wondrous Item, *detect magic*, creator must be at least 10th level; Price 2,500 gp.

Shrouds of Disintegration: These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.

Strong transmutation; CL 15th; Craft Wondrous Item, *disintegrate*; Price 6,600 gp; Weight 10 lb.

Silversheen: This substance can be applied to a weapon as a standard action. It will give the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial will coat a single melee weapon or 20 units of ammunition.

Faint transmutation; CL 5th; Craft Wondrous Item; Price 250 gp.

Slippers of Spider Climbing: When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. Her speed is 20 feet. Severely slippery surfaces—icy, oiled, or greased surfaces—make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses.

Faint transmutation; CL 4th; Craft Wondrous Item, *spider climb*; Price 4,800 gp; Weight 1/2 lb.

Sovereign Glue: This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *salve of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of the *salve of slipperiness* must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of *sovereign glue*, when found, holds anywhere from 1 to 7 ounces of the stuff (1d8–1, minimum 1), with the other ounce of the flask's capacity taken up by the *salve of slipperiness*. One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart (a move action) before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when *universal solvent* is applied to the bond. (*Sovereign glue* is dissolved by *universal solvent*.)

Strong transmutation; CL 20th; Craft Wondrous Item, *make whole*; Price 2,400 gp (per ounce).

Stone of Alarm: This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Faint abjuration; CL 3rd; Craft Wondrous Item, *alarm*; Price 2,700 gp; Weight 2 lb.

Stone of Controlling Earth Elementals: A stone of this nature is typically an oddly shaped bit of roughly polished rock.

The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the summoner. The summoning words require 1 full round to speak, and in all ways the stone functions as the *summon monster VII* spell. (If sand or rough, unhewn stone is the summoning medium, the elemental that comes is Large instead, and the stone functions as the *summon monster VI* spell.) The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 13th; Craft Wondrous Item, *summon monster VI*, *summon monster VII*; Price 100,000 gp; Weight 5 lb.

Stone of Good Luck (Luckstone): This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 luck bonus on saving throws, ability checks, and skill checks.

Faint evocation; CL 5th; Craft Wondrous Item, *divine favor*; Price 20,000 gp.

Stone Horse: Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given.

There are two sorts of *stone horses*.

Courser: This item has the statistics of a heavy horse as well as having hardness 10.

Destrier: This item has the statistics of a heavy warhorse as well as having hardness 10.

Strong transmutation; CL 14th; Craft Wondrous Item, *flesh to stone*, *animate objects*; Price 10,000 gp (*courser*) or 14,800 gp (*destrier*); Weight 6,000 lb.

Stone Salve: This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.

Strong abjuration and transmutation; CL 13th; Craft Wondrous Item, *flesh to stone*, *stoneskin*; Price 4,000 gp per ounce.

Strand of Prayer Beads: This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

Special Bead Type	Special Bead Ability
Bead of blessing	Wearer can cast <i>bless</i> .
Bead of healing	Wearer can cast his choice of <i>cure serious wounds</i> , <i>remove blindness/deafness</i> , or <i>remove disease</i> .
Bead of karma	Wearer casts his spells at +4 caster level. Effect lasts 10 minutes.
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 DC 17 partial).
Bead of summons	Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for one day. (If the wearer uses the <i>bead of summons</i> to summon a deity's emissary frivolously, the deity takes that character's items and places a <i>geas</i> upon him as punishment in the very least.)

Bead of wind walking Wearer can cast *wind walk*.

A *lesser strand of prayer beads* has a *bead of blessing* and a *bead of healing*. A *strand of prayer beads* has a *bead of healing*, a *bead of karma*, and a *bead of smiting*. A *greater strand of prayer beads* has a *bead of healing*, a *bead of karma*, a *bead of summons*, and a *bead of wind walking*.

Each special bead can be used once per day, except for the *bead of summons*, which works only once and then becomes nonmagical. The *beads of blessing*, *smiting*, and *wind walking* function as spell trigger items; the *beads of karma* and *summons* can be activated by any character capable of casting divine spells. The owner need not hold or wear the *strand of prayer beads* in any specific location, as long as he carries it somewhere on his person.

The power of a special bead is lost if it is removed from the strand. Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts: *bead of blessing* –600 gp, *bead of healing* –9,000 gp, *bead of karma* –20,000 gp, *bead of smiting* –16,800 gp, *bead of summons* –20,000 gp, *bead of wind walking* –46,800 gp.

Faint, moderate or strong (many schools); CL 1st (*blessing*), 5th (*healing*), 7th (*smiting*), 9th (*karma*), 11th (*wind walking*), 17th (*summons*); Craft Wondrous Items and one of the following spells per bead, as appropriate: *bless* (*blessing*); *cure serious wounds*, *remove blindness/deafness*, or *remove disease* (*healing*); *righteous might* (*karma*); *gate* (*summons*); *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (*smiting*), *wind walk* (*wind walking*); Price 9,600 gp (lesser), 25,800 gp (standard), 95,800 gp (greater).

Sustaining Spoon: This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Faint conjuration; CL 5th; Craft Wondrous Item, *create food and water*; Price 5,400 gp.

Tome of Clear Thought: This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because the *tome of clear thought* provides an inherent bonus, the reader will earn extra skill points when she attains a new level.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Tome of Leadership and Influence: This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains an inherent bonus of from +1 to +5 (depending on the type of tome) to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Tome of Understanding: This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, she gains an inherent bonus of from +1 to +5 (depending on the type of tome) to her Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *miracle* or *wish*; Price 27,500 gp (+1), 55,000 gp (+2), 82,500 gp (+3), 110,000 gp (+4), 137,500 gp (+5); Cost 1,250 gp + 5,100 XP (+1), 2,500 gp + 10,200 XP (+2), 3,750 gp + 15,300 XP (+3), 5,000 gp + 20,400 XP (+4), 6,250 gp + 25,500 XP (+5); Weight 5 lb.

Unguent of Timelessness: When applied to any matter that was once alive this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object gains a +1 resistance bonus on all saving throws. The unguent never wears off, although it can be magically removed (by dispelling the

effect, for instance). One flask contains enough material to coat eight Medium or smaller objects. A Large object counts as two Medium objects, and a Huge object counts as two Large objects.

Faint transmutation; CL 3rd; Prerequisite: Craft Wondrous Item; Price 150 gp.

Universal Solvent: This substance has the unique property of being able to dissolve *sovereign glue* and tanglefoot bags. Applying the solvent is a standard action.

Strong transmutation; CL 20th; Craft Wondrous Item, *disintegrate*; Price 50 gp.

Vest of Escape: Hidden within secret pockets of this simple silk vest are lockpicks that provide a +4 competence bonus on Open Lock checks. The vest also grants its wearer a +6 competence bonus on Escape Artist checks.

Faint conjuration and transmutation; CL 4th; Craft Wondrous Item, *knock, grease*; Price 5,200 gp.

Vestment, Druid's: This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs. When this item is worn by a character with the wild shape ability, the character can use that ability one additional time each day.

Moderate transmutation; CL 10th; Craft Wondrous Item, *polymorph* or wild shape ability; Price 10,000 gp.

Well of Many Worlds: This strange, interdimensional device looks just like a *portable hole*. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a *portable hole* can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 82,000 gp.

Wind Fan: A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.

Faint evocation; CL 5th; Craft Wondrous Item, *gust of wind*; Price 5,500 gp.

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with a speed of 60 feet (good maneuverability).

Moderate transmutation; CL 10th; Craft Wondrous Item, *fly*; Price 54,000 gp; Weight 2 lb.

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MAGIC ITEMS VI (INTELLIGENT, CURSED, & ARTIFACTS)

INTELLIGENT ITEMS

Magic items sometimes have intelligence of their own. Magically imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Only permanent magic items (as opposed to single-use items or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) In general, less than 1% of magic items have intelligence.

Intelligent items can actually be considered creatures because they have Intelligence, Wisdom, and Charisma scores. Treat them as constructs. Intelligent items often have the ability to illuminate their surroundings at will (as magic weapons do); many cannot see otherwise.

Unlike most magic items, intelligent items can activate their own powers without waiting for a command word from their owner. Intelligent items act during their owner's turn in the initiative order.

INTELLIGENT ITEM ALIGNMENT

Any item with intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special abilities it has.

Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on the table) gains one negative level if he or she so much as picks up the item. Although this negative level never results in actual level loss, it remains as long as the item is in hand and cannot be overcome in any way (including *restoration* spells). This negative level is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Ego scores (see below) of 20 to 29 bestow two negative levels. Items with Ego scores of 30 or higher bestow three negative levels.

Intelligent Item Alignment

d%	Alignment of Item
01–05	Chaotic good
06–15	Chaotic neutral*
16–20	Chaotic evil
21–25	Neutral evil*
26–30	Lawful evil
31–55	Lawful good
56–60	Lawful neutral*
61–80	Neutral good*
81–100	Neutral

* The item can also be used by any character whose alignment corresponds to the nonneutral portion of the item's alignment.

LANGUAGES SPOKEN BY ITEM

Like a character, an intelligent item speaks Common plus one additional language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes.

Table: Item Intelligence, Wisdom, Charisma, and Capabilities

Mental					Base Price Modifier
d%	Ability Scores	Communication	Capabilities	Senses	
01–34	Two at 12, one at 10	Empathy ¹	One lesser power	30 ft. vision and hearing	+1,000 gp
35–59	Two at 13, one at 10	Empathy ¹	Two lesser powers	60 ft. vision and hearing	+2,000 gp
60–79	Two at 14, one at 10	Speech ²	Two lesser powers	120 ft. vision and hearing	+4,000 gp
80–91	Two at 15, one at 10	Speech ²	Three lesser powers	60 ft. darkvision and hearing	+5,000 gp

92–97	Two at 16, one at 10	Speech ² ³	Three lesser powers	60 ft. darkvision and hearing	+6,000 gp
98	Two at 17, one at 10	Speech, telepathy ³ ⁴	Three lesser powers and one greater power ⁶	120 ft. darkvision and hearing	+9,000 gp
99	Two at 18, one at 10	Speech, telepathy ⁴ ⁵	Three lesser powers and two greater powers ⁶	120 ft. darkvision, blindsight, and hearing	+12,000 gp
100	Two at 19, one at 10	Speech, telepathy ⁴ ⁵	Four lesser powers and three greater powers ⁶	120 ft. darkvision, blindsight, and hearing	+15,000 gp

1 The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.

2 Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus. It can communicate telepathically with the wielder.

3 The item can also read any languages it can speak.

4 The item can use either communication mode at will, with language use as any speaking item. It can communicate telepathically with the wielder.

5 The item can read all languages as well as use *read magic*.

6 The intelligent item can have a special purpose (and corresponding dedicated power) rather than a greater power, if appropriate.

INTELLIGENT ITEM POWERS

The table above determines how many lesser and greater powers an intelligent item has. To find the item's specific powers, choose or roll on the appropriate tables below.

Intelligent Item Lesser Powers

d%	Lesser Power	Base Price Modifier
01–05	Item can <i>bless</i> its allies 3/day	+1,000 gp
06–10	Item can use <i>faerie fire</i> 3/day	+1,100 gp
11–13	Item can cast <i>minor image</i> 1/day	+2,200 gp
14–20	Item has <i>deathwatch</i> continually active	+2,700 gp
21–25	Item can use <i>detect magic</i> at will	+3,600 gp
26–31	Item has 10 ranks in <i>Intimidate</i>	+5,000 gp
32–33	Item has 10 ranks in <i>Decipher Script</i>	+5,000 gp
34–36	Item has 10 ranks in <i>Knowledge</i> (choose category)	+5,000 gp
37–40	Item has 10 ranks in <i>Search</i>	+5,000 gp
41–45	Item has 10 ranks in <i>Spot</i>	+5,000 gp
46–50	Item has 10 ranks in <i>Listen</i>	+5,000 gp
51–54	Item has 10 ranks in <i>Spellcraft</i>	+5,000 gp
55–60	Item has 10 ranks in <i>Sense Motive</i>	+5,000 gp
61–66	Item has 10 ranks in <i>Bluff</i>	+5,000 gp
67–72	Item has 10 ranks in <i>Diplomacy</i>	+5,000 gp
73–77	Item can cast <i>major image</i> 1/day	+5,400 gp
78–80	Item can cast <i>darkness</i> 3/day	+6,500 gp
81–83	Item can use <i>hold person</i> on an enemy 3/day	+6,500 gp
84–86	Item can activate <i>zone of truth</i> 3/day	+6,500 gp
87–89	Item can use <i>daze monster</i> 3/day	+6,500 gp
90–95	Item can use <i>locate object</i> 3/day	+6,500 gp
96–100	Item can use <i>cure moderate wounds</i> (2d8+3) on wielder 3/day	+6,500 gp

All powers function at the direction of the item, although intelligent items generally follow the wishes of their owner.

Activating a power or concentrating on an active one is a standard action the item takes.

Intelligent Item Greater Powers

d%	Greater Power	Base Price Modifier
01–06	Item can detect opposing alignment at will	+7,200 gp
07–10	Item can detect <i>undead</i> at will	+7,200 gp
11–13	Item can <i>cause fear</i> in an enemy at will	+7,200 gp
14–18	Item can use <i>dimensional anchor</i> on a foe 1/day	+10,000 gp
19–23	Item can use <i>dismissal</i> on a foe 1/day	+10,000 gp

24–28	Item can use <i>lesser globe of invulnerability</i> 1/day	+10,000 gp
29–33	Item can use <i>arcane eye</i> 1/day	+10,000 gp
34–37	Item has continuous <i>detect scrying</i> effect	+10,000 gp
38–41	Item creates <i>wall of fire</i> in a ring with the wielder at the center 1/day	+10,000 gp
42–45	Item can use <i>quench</i> on fires 3/day	+16,000 gp
46–50	Item has <i>status</i> effect, usable at will	+11,000 gp
51–54	Item can use <i>gust of wind</i> 3/day	+11,000 gp
55–59	Item can use <i>clairvoyance</i> 3/day	+16,000 gp
60–64	Item can create <i>magic circle</i> against opposing alignment at will	+16,000 gp
65–68	Item can use <i>haste</i> on its owner 3/day	+16,000 gp
69–73	Item can create <i>daylight</i> 3/day	+16,000 gp
74–76	Item can create <i>deeper darkness</i> 3/day	+16,000 gp
77–80	Item can use <i>invisibility purge</i> (30 ft. range) 3/day	+16,000 gp
81–85	Item can use <i>slow</i> on its enemies 3/day	+16,000 gp
86–91	Item can <i>locate creature</i> 3/day	+30,000 gp
91–97	Item can use <i>fear</i> against foes 3/day	+30,000 gp
98–100	Item can use <i>detect thoughts</i> at will	+44,000 gp

If the same power is rolled twice, roll again.

SPECIAL PURPOSE ITEMS

Intelligent Item Purpose

d%	Purpose
01–20	Defeat/slay diametrically opposed alignment*
21–30	Defeat/slay arcane spellcasters (including spellcasting monsters and those that use spell-like abilities)
31–40	Defeat/slay divine spellcasters (including divine entities and servitors)
41–50	Defeat/slay nonspellcasters
51–55	Defeat/slay a particular creature type (see the bane special ability for choices)
56–60	Defeat/slay a particular race or kind of creature
61–70	Defend a particular race or kind of creature
71–80	Defeat/slay the servants of a specific deity
81–90	Defend the servants and interests of a specific deity
91–95	Defeat/slay all (other than the item and the wielder)
96–100	Choose one

* The purpose of the neutral (N) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (LG, LE, CG, CE).

Purpose

An item's purpose must suit the type and alignment of the item and should always be treated reasonably. A purpose of "defeat/slay arcane spellcasters" doesn't mean that the sword forces the wielder to kill every wizard she sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring the local wizard's cabal to ruin, as well as end the rule of a sorceress-queen in a nearby land. Likewise, a purpose of "defend elves" doesn't mean that if the wielder is an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders. A purpose of "defeat/slay all" isn't just a matter of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others.

DEDICATED POWER

A dedicated power operates only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means. Unlike its other powers, an intelligent item can refuse to use its dedicated power even if the owner is dominant (see Items against Characters, below).

Special Purpose Item Dedicated Powers

d%	Dedicated Power	Base Price Modifier
01–06	Item can use <i>ice storm</i>	+50,000 gp
07–12	Item can use <i>confusion</i>	+50,000 gp
13–17	Item can use <i>phantasmal killer</i>	+50,000 gp
18–24	Item can use <i>crushing despair</i>	+50,000 gp
25–31	Item can use <i>dimension door</i> on itself and wielder	+50,000 gp
32–36	Item can use <i>contagion</i> (heightened to 4th level) as touch attack	+56,000 gp
37–43	Item can use <i>poison</i> (heightened to 4th level) as touch attack	+56,000 gp
44–50	Item can use <i>rusting grasp</i> as touch attack	+56,000 gp
51–56	Item can cast 10d6 <i>lightning bolt</i>	+60,000 gp
57–62	Item can cast 10d6 <i>fireball</i>	+60,000 gp
63–68	Wielder gets +2 luck bonus on attacks, saves, and checks	+80,000 gp
69–74	Item can use <i>mass inflict light wounds</i>	+81,000 gp
75–81	Item can use <i>song of discord</i>	+81,000 gp
82–87	Item can use <i>prying eyes</i>	+81,000 gp
88–92	Item can cast 15d6 <i>greater shout</i> 3/day	+130,000 gp
93–98	Item can use <i>waves of exhaustion</i>	+164,000 gp
99–100	Item can use <i>true resurrection</i> on wielder, once per month	+200,000 gp

ITEM EGO

Ego is a measure of the total power and force of personality that an item possesses. Only after all aspects of an item have been generated can its Ego score be calculated. An item's Ego score helps determine whether the item or the character is dominant in their relationship, as detailed below.

Item Ego

Attribute of Item	Ego Points
Each +1 of item's enhancement bonus	1
Each +1 of bonus for special abilities	1
Each lesser power	1
Each greater power	2
Special purpose (and dedicated power)	4
Telepathic ability	1
Read languages ability	1
Read magic ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

ITEMS AGAINST CHARACTERS

When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its alignment. If the character who possesses the item is not true to that alignment's goals or the item's special purpose, personality conflict—item against character—results. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, she is dominant. If she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following.

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.
- That the character carry the item with her on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following acts:

- Force its possessor into combat.

- Refuse to strike opponents.
- Strike at its wielder or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance over him, or a higher-level possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mislead or distract their host so that she ignores or destroys the rival. Of course, alignment might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though they may never successfully control their possessors. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands.

CURSED ITEMS

Cursed items are magic items with some sort of potentially negative impact. Sometimes they're directly bad for the user; sometimes they're just inconvenient. Occasionally they mix bad with good, forcing characters to make difficult choices.

Cursed Item Common Curses

d%	Curse
01–15	Delusion
16–35	Opposite effect or target
36–45	Intermittent functioning
46–60	Requirement
61–75	Drawback
76–90	Completely different effect
91–	Substitute specific cursed item
100	

Delusion: The user believes the item is what it appears to be, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the help of a *remove curse* spell.

Opposite Effect or Target: These cursed items malfunction, so that either they do the opposite of what the creator intended, or they target the user instead of someone else. The interesting point to keep in mind here is that these items aren't always bad to have. Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses. Just as a character shouldn't necessarily immediately know what the enhancement bonus of a noncursed magic item is, she shouldn't immediately know that a weapon is cursed. Once she knows, however, the item can be discarded unless some sort of compulsion is placed upon it that compels the wielder to keep and use it. In such cases, a *remove curse* spell is generally needed to get rid of the item.

Intermittent Functioning: The three varieties of intermittent functioning items all function perfectly as described—at least some of the time. The three varieties are unreliable, dependent, and uncontrolled items.

Unreliable: Each time the item is activated, there is a 5% chance (01–05 on d%) that it does not function.

Dependent: The item only functions in certain situations. To determine what the situation is, either select a situation or roll on the following table.

d%	Situation
01–03	Temperature below freezing
04–05	Temperature above freezing
06–10	During the day
11–15	During the night
16–20	In direct sunlight
21–25	Out of direct sunlight
26–34	Underwater
35–37	Out of water
38–45	Underground
46–55	Aboveground

56–60	Within 10 feet of a random creature type
61–64	Within 10 feet of a random race or kind of creature
65–72	Within 10 feet of an arcane spellcaster
73–80	Within 10 feet of a divine spellcaster
81–85	In the hands of a nonspellcaster
86–90	In the hands of a spellcaster
91–95	In the hands of a creature of a particular alignment
96	In the hands of a creature of particular gender
97–99	On nonholyl days or during particular astrological events
100	More than 100 miles from a particular site

Uncontrolled: An uncontrolled item occasionally activates at random times. Roll d% every day. On a result of 01–05 the item activates at some random point during that day.

Requirement: In a sense, a command word is a requirement. Nevertheless, some items have much more stringent requirements that must be met for them to be usable. To keep an item with this kind of curse functioning, one or more of the following conditions must be met.

- Character must eat twice as much as normal.
- Character must sleep twice as much as normal.
- Character must undergo a specific quest (one time only, and then item functions normally thereafter).
- Character must sacrifice (destroy) 100 gp worth of valuables per day.
- Character must sacrifice (destroy) 2,000 gp worth of magic items each week.
- Character must swear fealty to a particular noble or his family.
- Character must discard all other magic items.
- Character must worship a particular deity.
- Character must change her name to a specific name. (The item only works for characters of that name.)
- Character must add a specific class at the next opportunity if not of that class already.
- Character must have a minimum number of ranks in a particular skill.
- Character must sacrifice some part of her life energy (2 points of Constitution) one time. If the character gets the Constitution points back (such as from a *restoration* spell), the item ceases functioning. (The item does not cease functioning if the character receives a Constitution increase caused by level gain, a *wish*, or the use of a magic item.)
- Item must be cleansed with holy water each day.
- Item must be used to kill a living creature each day.
- Item must be bathed in volcanic lava once per month.
- Item must be used at least once a day, or it won't function again for its current possessor.
- Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit.
- Item must have a particular spell cast upon it each day (such as *bless*, *atonement*, or *animate objects*).

Requirements are so dependent upon suitability to the item that they should never be determined randomly. An item with a requirement that is also intelligent often imposes its requirement through its personality. If the requirement is not met, the item ceases to function. If it is met, usually the item functions for one day before the requirement must be met again (although some requirements are one time only, others monthly, and still others continuous).

Drawback: Items with drawbacks are usually still beneficial to the possessor but they also carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as she has the item.

Roll on the table below to generate a drawback that (unless otherwise indicated) remains in effect as long as the item is in the character's possession.

d%	Drawback
01–04	Character's hair grows 1 inch longer. Only happens once.
05–09	Character either shrinks 1/2 inch (01–50 on d%) or grows that much taller (51–100). Only happens once.
10–13	Temperature around item is 10°F cooler than normal.
14–17	Temperature around item is 10°F warmer than normal.
18–21	Character's hair color changes.
22–25	Character's skin color changes.
26–29	Character now bears some identifying mark (tattoo, weird glow, or the like).
30–32	Character's gender changes.
33–34	Character's race or kind changes.
35	Character is afflicted with a random disease that cannot be cured.
36–39	Item continually emits a disturbing sound (moaning, weeping, screaming, cursing, insults).
40	Item looks ridiculous (garishly colored, silly shape, glows bright pink, . . .).

41–45	Character becomes selfishly possessive about the item.
46–49	Character becomes paranoid about losing the item and afraid of damage occurring to it.
50–51	Character's alignment changes.
52–54	Character must attack nearest creature (5% chance [01–05 on d%] each day).
55–57	Character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).
58–60	Character's vision is blurry (–2 penalty on attack rolls, saves, and skill checks requiring vision).
61–64	Character gains one negative level.
65	Character gains two negative levels.
66–70	Character must make a Will save each day or take 1 point of Intelligence damage.
71–75	Character must make a Will save each day or take 1 point of Wisdom damage.
76–80	Character must make a Will save each day or take 1 point of Charisma damage.
81–85	Character must make a Fortitude save each day or take 1 point of Constitution damage.
86–90	Character must make a Fortitude save each day or take 1 point of Strength damage.
91–95	Character must make a Fortitude save each day or take 1 point of Dexterity damage.
96	Character is polymorphed into a specific creature (5% chance [01–05 on d%] each day).
97	Character cannot cast arcane spells.
98	Character cannot cast divine spells.
99	Character cannot cast any spells.
100	Either pick one of the above that's appropriate or create a drawback specifically for that item.

SPECIFIC CURSED ITEMS

Specific Cursed Items are provided as examples of cursed items. They are given creation prerequisites, should someone want to intentionally create them (although that does not need to be the origin of the item). Note, however, two exceptions: The *crystal hypnosis ball* and the *bag of devouring* cannot be created by any known means.

A simple *detect magic* spell yields a misleading aura and strength, often indicating that the item is a noncursed item of similar sort. An *identify* spell only has a 1% chance per caster level to reveal a cursed item's true properties, including the cursed aspect. *Analyze dweomer* reveals the true nature of a cursed item.

Table: Specific Cursed Items

d%	Item	Market Price
01–05	<i>Incense of obsession</i>	200 gp
06–15	<i>Ring of clumsiness</i>	500 gp
16–20	<i>Amulet of inescapable location</i>	1,000 gp
21–25	<i>Stone of weight</i>	1,000 gp
26–30	<i>Bracers of defenselessness</i>	1,200 gp
31–35	<i>Gauntlets of fumbling</i>	1,300 gp
36–40	–2 sword, cursed	1,500 gp
41–43	<i>Armor of rage</i>	1,600 gp
44–46	<i>Medallion of thought projection</i>	1,800 gp
47–52	<i>Flask of curses</i>	2,100 gp
53–54	<i>Dust of sneezing and choking</i>	2,400 gp
55	<i>Helm of opposite alignment</i>	4,000 gp
56–60	<i>Potion of poison</i>	5,000 gp
61	<i>Broom of animated attack</i>	5,200 gp
62–63	<i>Robe of powerlessness</i>	5,500 gp
64	<i>Vacuous grimoire</i>	6,000 gp
65–68	<i>Spear, cursed backbiter</i>	7,500 gp
69–70	<i>Armor of arrow attraction</i>	9,000 gp
71–72	<i>Net of snaring</i>	10,000 gp
73–75	<i>Bag of devouring</i>	—
76–80	<i>Mace of blood</i>	16,000 gp
81–85	<i>Robe of vermin</i>	16,500 gp
86–88	<i>Periapt of foul rotting</i>	17,000 gp
89–92	<i>Sword, berserking</i>	17,500 gp
93–96	<i>Boots of dancing</i>	30,000 gp
97	<i>Crystal hypnosis ball</i>	—
98	<i>Necklace of strangulation</i>	60,000 gp

99	<i>Cloak of poisonousness</i>	62,000 gp
100	<i>Scarab of death</i>	80,000 gp

Amulet of Inescapable Location: This device is typically worn on a chain or as a brooch. It appears, to magical analysis, to prevent location, scrying or detection or influence by *detect thoughts* or telepathy. It seems to be an *amulet of proof against detection and location*. Actually, the amulet gives the wearer a -10 penalty on all saves against divination spells.

Moderate abjuration; CL 10th; Create Wondrous Item, *bestow curse*; Price 1,000 gp.

Armor of Arrow Attraction: Magical analysis indicates that this armor is a normal suit of +3 *full plate*. However, the armor is cursed. It works normally with regard to melee attacks but actually serves to attract ranged weapons. The wearer takes a -15 penalty to AC against any attack by a ranged weapon. The true nature of the armor does not reveal itself until the character is fired upon in earnest.

Strong abjuration; CL 16th; Craft Magic Arms and Armor, *bestow curse*; Price 9,000 gp.

Armor of Rage: This armor is similar in appearance to *armor of command* and functions as a suit of +1 *full plate*. However, when it is worn, the armor causes the character to take a -4 penalty to Charisma. All unfriendly characters within 300 feet have a +1 morale bonus on attack rolls against her. The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of her problems, nor do foes understand the reason for the depth of their enmity.)

Strong necromancy; CL 16th; Craft Magic Arms and Armor, *bestow curse*; Price 1,600 gp.

Bag of Devouring: This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a *bag of holding*. The sack is, however, a lure used by an extradimensional creature—in fact, one of its feeding orifices.

Any substance of animal or vegetable nature is subject to “swallowing” if thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the whole victim in. The bag has a +8 bonus on grapple checks made to pull someone in.

The bag can hold up to 30 cubic feet of matter. It acts as a *bag of holding type I*, but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some nonspace or on some other plane. Creatures drawn within are consumed in 1 round. The bag destroys the victim’s body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Moderate conjuration; CL 17th; In effect, this is a creature and cannot be created; Price n/a.

Boots of Dancing: These boots initially appear and function as one of the other kinds of magic boots. But when the wearer is in (or fleeing from) melee combat, *boots of dancing* impede movement, making him behave as if *irresistible dance* had been cast upon him. Only a *remove curse* spell enables the wearer to be rid of the boots once their true nature is revealed.

Strong enchantment; CL 16th; Create Wondrous Item, *irresistible dance*; Price 30,000 gp.

Bracers of Defenselessness: These appear to be *bracers of armor* +5 and actually serve as such until the wearer is attacked in anger by an enemy with a Challenge Rating equal to or greater than her level. At that moment and thereafter, the bracers cause a -5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

Moderate conjuration; CL 16th; Create Wondrous Item, *mage armor*, *bestow curse*; Price 1,200 gp.

Broom of Animated Attack: This item is indistinguishable in appearance from a normal broom. It is identical to a *broom of flying* by all tests short of attempted use.

If a command is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.

The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack roll. The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 13, 18 hit points, and hardness 4.

Moderate transmutation; CL 10th; Create Wondrous Item, *fly*, *animate objects*; Price 5,200 gp.

Cloak of Poisonousness: This cloak is usually made of a woolen material, although it can be made of leather. A *detect poison* spell can reveal the presence of poison impregnated in the cloak’s fabric. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly unless she succeeds on a DC 28 Fortitude save.

Once donned, a *cloak of poisonousness* can be removed only with a *remove curse* spell; doing this destroys the magical property of the cloak. If a *neutralize poison* spell is then used, it is possible to revive the victim with a *raise dead* or *resurrection* spell, but not before.

Strong abjuration; CL 15th; Create Wondrous Item, *poison*, and *limited wish* or *miracle*; Price 62,000 gp.

Crystal Hypnosis Ball: This cursed item is indistinguishable from a normal *crystal ball*. However, anyone attempting to use the scrying device becomes fascinated for 1d6 minutes, and a telepathic *suggestion* is implanted in his mind (Will DC 19 negates).

The user of the device believes that the desired creature or scene was viewed, but actually he came under the influence of a powerful wizard, lich, or even some power or being from another plane. Each further use brings the *crystal hypnosis ball* gazer deeper under the influence of the controller, either as a servant or a tool. Note that throughout this time, the user remains unaware of his subjugation.

Moderate divination; CL 17th; In effect, this is a minor artifact and cannot be created; Price n/a.

Dust of Sneezing and Choking: This fine dust appears to be *dust of appearance*. If cast into the air, it causes those within a 20-foot spread to fall into fits of sneezing and coughing. Those failing a DC 15 Fortitude save take 2d6 points of Constitution damage immediately. In addition, those failing a second DC 15 Fortitude save 1 minute later are dealt 1d6 points of Constitution damage. Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

Faint conjuration; CL 7th; Create Wondrous Item, *poison*; Price 2,400 gp.

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered, all within 30 feet must make a DC 17 Will save or be cursed, taking a -2 penalty on attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.

Moderate conjuration; CL 7th; Create Wondrous Item, *bestow curse*; Price 2,100 gp.

Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor. In the former instance, they appear to be *gloves of Dexterity*. In the latter case, they appear to be *gauntlets of ogre power*. The gauntlets perform according to every test as if they were *gloves of Dexterity* or *gauntlets of ogre power* until the wearer finds herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell, a *wish*, or a *miracle*.

Moderate transmutation; CL 7th; Create Wondrous Item, *bestow curse*; Price 1,300 gp.

Helm of Opposite Alignment: This metal hat looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (Will DC 15 negates). On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from the former alignment—good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. A character who succeeds on his save can continue to wear the helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time. Only a *wish* or a *miracle* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. (In fact, he views the prospect with horror and avoids it in any way possible.) If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. When a *helm of opposite alignment* has functioned once, it loses its magical properties.

Strong transmutation; CL 12th; Create Wondrous Item, creator must be 12th level; Price 4,000 gp; Weight 3 lb.

Incense of Obsession: These blocks of incense appear to be *incense of meditation*. If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that her spell ability is superior, due to the magic incense. The user is determined to use her spells at every opportunity, even when not needed or when useless. The user remains obsessed with her abilities and spells until all have been used or cast, or until 24 hours have elapsed.

Moderate enchantment; CL 6th; Create Wondrous Item, *bestow curse*; Price 200 gp.

Mace of Blood: This +3 *heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a DC 13 Will save every day it is within his possession or become chaotic evil.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, creator must be at least 9th level and chaotic evil; Price 16,000 gp.

Medallion of Thought Projection: This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a DC 15 Will save to sort out. However, while the user thinks she is picking up the thoughts of others, all she is really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to her, the cursed medallion actually broadcasts her thoughts to creatures in the path of the beam, thus alerting them to her presence.

Faint divination; CL 7th; Create Wondrous Item, *detect thoughts, ghost sound*; Price 1,800 gp.

Necklace of Strangulation: A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *miracle* or a *wish*, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, dealing 6 points of damage per round. It cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* and remains clasped around the victim's throat even after his death. Only when he has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

Strong conjuration; CL 18th; Create Wondrous Item, *slay living*; Price 60,000 gp.

Net of Snaring: This net provides a +3 bonus on attack rolls but can only be used underwater, thus making it a somewhat useful item rather than what most would really call a cursed item. Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *freedom of movement*; Price 10,000 gp.

Periapt of Foul Rotting: This engraved gem appears to be of little value. If any character keeps the periapt in her possession for more than 24 hours, she contracts a terrible rotting affliction that permanently drains 1 point of Dexterity, Constitution, and Charisma every week. The periapt (and the affliction) can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *miracle*, *limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character (a full-round action), whereupon the periapt of foul rotting likewise crumbles to dust.

Faint abjuration; CL 10th; Create Wondrous Item, *contagion*; Price 17,000 gp.

Potion of Poison: This potion has lost its once beneficial magical abilities and has become a potent poison. The imbiber must make a DC 16 Fortitude save or take 1d10 points of Constitution damage. A minute later he must save again (DC 16) or take 1d10 points of Constitution damage.

Moderate conjuration; CL 12th; Craft Wondrous Item, *poison*; Price 5,000 gp.

Robe of Powerlessness: A *robe of powerlessness* appears to be a magic robe of another sort. As soon as a character dons this garment, she takes a -10 penalty to Strength and Intelligence, forgetting spells and magic knowledge accordingly. The robe can be removed easily, but in order to restore mind and body, the character must receive a *remove curse* spell followed by *heal*.

Moderate transmutation; CL 13th; Create Wondrous Item, *bestow curse, permanency*; Price 5,500 gp.

Robe of Vermin: The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of protection +4*). However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests.

The wearer takes a -5 penalty on initiative checks and a -2 penalty on all attack rolls, saves, and skill checks. If he tries to cast a spell, he must make a Concentration check (DC 20 + spell level) or lose the spell.

Moderate abjuration; CL 13th; Create Wondrous Item, *summon swarm*, creator must be at least 13th level; Price 16,500 gp.

Ring of Clumsiness: This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. She takes a -4 penalty to Dexterity and has a 20% chance of spell failure when trying to cast any arcane spell that has a somatic component. (This chance of spell failure stacks with other arcane spell failure chances.)

Strong transmutation; CL 15th; Forge Ring, *feather fall, bestow curse*; Price 500 gp.

Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 minute, it changes into a horrible burrowing beetlelike creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A DC 25 Reflex save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Strong abjuration; CL 19th; Create Wondrous Item, *slay living*; Price 80,000 gp.

Spear, Cursed Backbiter: This is a +2 *shortspear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of her intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *bestow curse*; Price 7,500 gp.

Stone of Weight (Loadstone): This stone appears to be a dark, smoothly polished stone. It reduces the possessor's base land speed to one-half of normal. Once picked up, the stone cannot be disposed of by any nonmagical means—if it is thrown away or smashed, it reappears somewhere on his person. If a *remove curse* spell is cast upon a *loadstone*, the item may be discarded normally and no longer haunts the individual.

Faint transmutation; CL 5th; Create Wondrous Item, *slow*; Price 1,000 gp.

-2 Sword, Cursed: This longsword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a -2 penalty on attack rolls.

All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in a character's possession, the sword always forces that character to employ it rather than another weapon. The sword's owner automatically draws it and fights with it even when she meant to draw or ready some other weapon. The sword can be gotten rid of only by means of *limited wish*, *wish*, or *miracle*.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *bestow curse, and limited wish or miracle*; Price 1,500 gp.

Sword, Berserking: This item appears to have the characteristics of a +2 *greatsword*. However, whenever the sword is used in battle, its wielder goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability). He attacks the

nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a boon.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *rage, bestow curse*; Price 17,500 gp.

Vacuous Grimoire: A book of this sort looks like a normal one on some mildly interesting topic. Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves. The first is to determine if the reader takes 1 point of permanent Intelligence drain. The second is to find out if the reader takes 2 points of permanent Wisdom drain. To destroy the book, a character must burn it while casting *remove curse*. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works.

Strong enchantment; CL 20th; Create Wondrous Item, *feeblemind*; Price 6,000 gp.

ARTIFACTS

Artifacts are extremely powerful. Rather than merely another form of magic equipment, they are the sorts of legendary relics that whole campaigns can be based on. Each could be the center of a whole set of adventures—a quest to recover it, a fight against a opponent wielding it, a mission to cause its destruction, and so on.

No table has been included to randomly generate specific artifacts, since these items should only enter a campaign through deliberate choice on your part.

MINOR ARTIFACTS

Minor artifacts are not necessarily unique items. Even so, they are magic items that no longer can be created, at least by common mortal means.

Minor Artifact Descriptions

Described below is a selection of the most well-known (not necessarily the most numerous) minor artifacts.

Book of Infinite Spells: This work bestows upon any character of any class the ability to use the spells within its pages. However, any character not already able to use spells gains one negative level for as long as the book is in her possession or while she uses its power. A *book of infinite spells* contains 1d8+22 pages. The nature of each page is determined by a dice roll: 01–50, arcane spell; 51–100, divine spell.

Determine the exact spell by using the tables for determining major scroll spells.

Once a page is turned, it can never be flipped back—paging through a *book of infinite spells* is a one-way trip. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, she can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook—their magic is bound up permanently within the book itself.

The owner of the book need not have the book on her person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning depends on the spell the page contains and what sort of spellcaster the owner is.

Condition	Chance of Page Turning
Caster employing a spell usable by own class and level	10%
Caster employing a spell not usable by own class and level	20%
Nonspellcaster employing divine spell	25%
Nonspellcaster employing arcane spell	30%

Treat each spell use as if a scroll were being employed, for purposes of determining casting time, spell failure, and so on.
Strong (all schools); CL 18th; Weight 3 lb.

Deck of Many Things: A *deck of many things* (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* who wishes to draw a card must announce how many cards she will draw before she begins. Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than she has announced. If the character does not willingly draw her allotted number (or if she is somehow prevented from

doing so), the cards flip out of the deck on their own. *Exception:* If the jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A *deck of many things* contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column. The effects of each card, summarized on the table, are fully described below.

Deck of Many Things

Plaque	Tarot Card	Playing Card	Summary of Effect
Balance	XI. Justice	Two of spades	Change alignment instantly.
Comet	Two of swords	Two of diamonds	Defeat the next monster you meet to gain one level.
Donjon	Four of swords	Ace of spades	You are <i>imprisoned</i> .
Euryale	Ten of swords	Queen of spades	-1 penalty on all saving throws henceforth.
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose . . . once.
Flames	XV. The Devil	Queen of clubs	Enmity between you and an outsider.
Fool	0. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of twenty-five pieces of jewelry or fifty gems.
Idiot	Two of pentacles	Two of clubs	Lose Intelligence (permanent drain). You may draw again.
Jester	XII. The Hanged Man	Joker (without trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and real property.
Skull	XIII. Death	Jack of clubs	Defeat dread wraith or be forever destroyed.
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 inherent bonus to one ability score.
Sun	XIX. The Sun	King of diamonds	Gain beneficial medium wondrous item and 50,000 XP.
Talons	Queen of pentacles	Ace of clubs	All magic items you possess disappear permanently.
Throne	Four of staves	King of hearts	Gain a +6 bonus on Diplomacy checks plus a small keep.
Vizier	IX. The Hermit	Ace of diamonds	Know the answer to your next dilemma.
The Void	Eight of swords	King of clubs	Body functions, but soul is trapped elsewhere.

Balance: The character must change to a radically different alignment. If the character fails to act according to the new alignment, she gains a negative level.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.

Donjon: This card signifies imprisonment—either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

Euryale: The medusalike visage of this card brings a curse that only the fates card or a deity can remove. The -1 penalty on all saving throws is otherwise permanent.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the situation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outsider can't be ended until one of the parties has been slain. Determine the outsider randomly, and assume that it attacks the character (or plagues her life in some way) within 1d20 days.

Fool: The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the jester.

Gem: This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, the gems 1,000 gp value each.

Idiot: This card causes the drain of 1d4+1 points of Intelligence immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand.

Knight: The fighter appears out of nowhere and serves loyally until death. He or she is of the same race (or kind) and gender as the character.

Moon: This card sometimes bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one). These *wishes* are the same as those granted by the 9th-level wizard spell and must be used within a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied by its name, when this card is drawn, all nonmagical possessions of the drawer are lost.

Skull: A dread wraith appears. Treat this creature as an unturnable undead. The character must fight it alone—if others help, they get dread wraiths to fight as well. If the character is slain, she is slain forever and cannot be revived, even with a *wish* or a *miracle*.

Star: The 2 points are added to any ability the character chooses. They cannot be divided among two abilities.

Sun: Roll for a medium wondrous item until a useful item is indicated.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area she wishes (but the decision where to place it must be made within 1 hour).

Vizier: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon her request. The query or request must be made within one year. Whether the information gained can be successfully acted upon is another question entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though comatose, but her psyche is trapped in a prison somewhere—in an object on a far plane or planet, possibly in the possession of an outsider. A *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.
Strong (all schools); CL 20th.

Hammer of Thunderbolts: This +3 Large returning warhammer deals 4d6 points of damage on any hit. Further, if the wielder wears a *belt of giant Strength* and *gauntlets of ogre power* and he knows that the hammer is a *hammer of thunderbolts* (not just a +3 warhammer), the weapon can be used to full effect: It gains a total +5 enhancement bonus, allows all *belt* and *gauntlet* bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (Fortitude DC 20 negates the death effect but not the damage).

When hurled, on a successful attack the hammer emits a great noise, like a clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (Fortitude DC 15 negates). The hammer's range increment is 30 feet.

Strong evocation, necromancy, and transmutation; CL 20th; Weight 15 lb.

Philosopher's Stone: This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open (break DC 20), a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any arcane spellcaster to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn from up to 5,000 pounds of iron into silver, or up to 1,000 pounds of lead into gold. However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any *cure* potion while the substance is still potent, it creates a special *oil of life* that acts as a *true resurrection* spell for any dead body it is sprinkled upon.

Strong transmutation; CL 20th; Weight 3 lb.

Sphere of Annihilation: A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character. A *sphere of annihilation* is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive). A character's ability to gain control of a *sphere of annihilation* (or to keep controlling one) is based on the result of a control check against DC 30 (a move action). A control check is 1d20 + character level + character Int modifier. If the check succeeds, the character can move the sphere (perhaps to bring it into contact with an enemy) as a free action.

Control of a sphere can be established from as far away as 40 feet (the character need not approach too closely). Once control is established, it must be maintained by continuing to make control checks (all DC 30) each round. For as long as a character

maintains control (does not fail a check) in subsequent rounds, he can control the sphere from a distance of 40 feet + 10 feet per character level. The sphere's speed in a round is 10 feet +5 feet for every 5 points by which the character's control check result in that round exceeded 30.

If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it.

If two or more creatures vie for control of a *sphere of annihilation*, the rolls are opposed. If none are successful, the sphere slips toward the one who rolled lowest.

Should a *gate* spell be cast upon a *sphere of annihilation*, there is a 50% chance (01–50 on d%) that the spell destroys it, a 35% chance (51–85) that the spell does nothing, and a 15% chance (86–100) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane. If a *rod of cancellation* touches a *sphere of annihilation*, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 2d6x10 points of damage. *Dispel magic* and *mage's disjunction* have no effect on a sphere.

See also *talisman of the sphere* (below).

Strong transmutation; CL 20th.

Staff of the Magi: A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Some of its powers use charges, while others don't. The following powers do not use charges:

- *Detect magic*
- *Enlarge person* (Fortitude DC 15 negates)
- *Hold portal*
- *Light*
- *Mage armor*
- *Mage hand*

The following powers drain 1 charge per usage:

- *Dispel magic*
- *Fireball* (10d6 damage, Reflex DC 17 half)
- *Ice storm*
- *Invisibility*
- *Knock*
- *Lightning bolt* (10d6 damage, Reflex DC 17 half)
- *Passwall*
- *Pyrotechnics* (Will or Fortitude DC 16 negates)
- *Wall of fire*
- *Web*

These powers drain 2 charges per usage:

- *Monster summoning IX*
- *Plane shift* (Will DC 21 negates)
- *Telekinesis* (400 lb. maximum weight; Will DC 19 negates)

A *staff of the magi* gives the wielder spell resistance 23. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the staff absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below). The wielder has no idea how many spell levels are cast at her, for the staff does not communicate this knowledge as a *rod of absorption* does. (Thus, absorbing spells can be risky.)

Retributive Strike: A *staff of the magi* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. A DC 17 Reflex save reduces damage by half.

The character breaking the staff has a 50% chance (01–50 on d%) of traveling to another plane of existence, but if she does not (51–100), the explosive release of spell energy destroys her. Only specific items, including the *staff of the magi* and the *staff of power* are capable of a retributive strike.

Strong (all schools); CL 20th; Weight 5 lb.

Talisman of Pure Good: A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil (LE, NE, CE) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed the evil character gains a DC 19 Reflex saving throw to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of pure good* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage. If an evil divine spellcaster touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

Strong evocation [good]; CL 18th.

Talisman of the Sphere: This small adamantine loop and handle are useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spellcaster who is concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* doubles the character's modifier on his control check (doubling both his Intelligence bonus and his character level for this purpose).

If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a *sphere of annihilation*, the talisman's power of control can be suppressed or canceled.

Strong transmutation; CL 16th; Weight 1 lb.

Talisman of Reluctant Wishes: A talisman of this sort appears the same as a *stone of controlling earth elementals*. Its powers are quite different, however, and dependent on the Charisma of the individual holding the talisman. Whenever a character touches a *talisman of reluctant wishes*, he must make a DC 15 Charisma check.

If he fails, the device acts as a *stone of weight*. Discarding or destroying it results in 5d6 points of damage to the character and the disappearance of the talisman.

If he succeeds, the talisman remains with the character for 5d6 hours, or until a *wish* is made with it, whichever comes first. It then disappears.

If he rolls a natural 20, the character finds it impossible to be rid of the talisman for as many months as he has points of Charisma. In addition, the artifact grants him one *wish* for every 6 points of the character's Charisma. It also grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction results, a *talisman of reluctant wishes* disappears when its time period expires, leaving behind a 10,000 gp diamond in its stead.

Strong conjuration; CL 20th; Weight 1 lb.

Talisman of Ultimate Evil: An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if she is not exceptionally foul and perverse in the sights of her evil deity the good character gains a DC 19 Reflex save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of ultimate evil* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, she takes 6d6 points of damage. If a good divine spellcaster touches one, she takes 8d6 points of damage. All other characters are unaffected by the device.

Strong evocation [evil]; CL 18th.

MAJOR ARTIFACTS

Major artifacts are unique items—only one of each such item exists. These are the most potent of magic items, capable of altering the balance of a campaign.

Unlike all other magic items, major artifacts are not easily destroyed. Each should have only a single, specific means of destruction.

Major Artifact Descriptions

The Moaning Diamond: The *Moaning Diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning sound, as if in pain. Despite the noise, the *Moaning Diamond* is not evil. The wielder of the stone can, three times per day, call upon it to reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. The *Moaning Diamond* can summon an elder earth elemental with maximum hit points that serves the caster until it is slain. Only one such elemental can be summoned at a time; if it is slain, a new creature cannot be summoned for 24 hours.

The Orbs of Dragonkind: Each of these fabled orbs contains the essence and personality of an ancient dragon of a different variety (one for each of the major ten different chromatic and metallic dragons). The bearer of an *Orb* can *dominate* dragons of its particular variety within 500 feet (as *dominate monster*), the dragon being forced to make a DC 25 Will save to resist.

(Spell resistance is not useful against this effect.) Each *Orb of Dragonkind* bestows upon the wielder the AC and saving throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, whether they are better or worse. These values cannot be modified by any means short of ridding the character of the *Orb*. A character possessing an *Orb of Dragonkind* is immune to the breath weapon—but only the breath weapon—of the dragon variety keyed to the *Orb*. Finally, a character possessing an *Orb* can herself use the breath weapon of the dragon in the *Orb* three times per day.

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other *Orbs*. The owner of an *Orb* knows whether there are dragons within 10 miles at all times. For dragons of the *Orb*'s particular variety, the range is 100 miles. If within 1 mile of a dragon of the *Orb*'s variety, the wielder can determine the exact location and age of the creature. The bearer of one of these *Orbs* earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if she later loses the item.

Each *Orb* also has an individual power that can be invoked once per round at 10th caster level.

- *Black Dragon Orb: Fly* (Will DC 17 negates).
- *Blue Dragon Orb: Haste* (Fortitude DC 17 negates).
- *Brass Dragon Orb: Teleport* (Will DC 19 negates).
- *Bronze Dragon Orb: Scrying* (Will DC 18 negates).
- *Copper Dragon Orb: Suggestion* (Will DC 17 negates).
- *Gold Dragon Orb*: The owner of the gold *Orb* can call upon any power possessed by one of the other *Orbs*—including the *dominate* and breath weapon abilities but not AC, save bonuses, or breath weapon immunity—but can only use an individual power once per day. She can use *dominate* on any other possessor of an *Orb* within 1 mile (Will DC 23 negates).
- *Green Dragon Orb: Spectral hand*.
- *Red Dragon Orb: Wall of fire*.
- *Silver Dragon Orb: Cure critical wounds* (Will DC 18 half).
- *White Dragon Orb: Protection from energy (cold)* (Fortitude DC 17 negates).

The Saint's Mace: This relic appears to be a simple, well-used cudgel, but its simple appearance hides great power. The *saint's mace* has a +5 enhancement bonus and functions as a heavy mace with the holy, lawful, and disruption special abilities. The wielder can project *searing light* from the mace at will, at caster level 20th.

The Shadowstaff: This artifact was crafted centuries ago, weaving together the wispy strands of shadow itself into a twisted black staff. The *Shadowstaff* makes the wielder slightly shadowy and incorporeal, granting him a +4 bonus to AC and Reflex saves (which stacks with any other bonuses). However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder takes a -2 penalty on all attack rolls, saves, and checks.

The *Shadowstaff* also has these powers.

- *Summon Shadows*: Three times per day the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a *summon monster V* spell cast at 20th level.
- *Summon Nightshade*: Once per month, the staff can summon a nightcrawler nightshade that serves the wielder as if called by a *summon monster IX* spell cast at 20th level.
- *Shadow Form*: Three times per day the wielder can become a living shadow, with all the movement powers granted by the *gaseous form* spell.
- *Shadow Bolt*: Three times per day the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet.

The Shield of the Sun: This +5 *large shield*, emblazoned with the symbol of the sun, allows the wielder to cast spells as if she were a 20th-level paladin with a Wisdom score of 20. The spells gained are cumulative with any existing spells per day that the character might have, even if she's already a paladin. The *Shield of the Sun* also grants spell resistance 15 to its wielder. It absorbs the first 10 points of damage from any energy attack (fire, cold, acid, electricity, or sonic). In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid) at the behest of a lawful good deity.

A character who is evil or chaotic (LE, NE, CE, CN, CG) gains four negative levels if she attempts to use this artifact.

Although these negative levels never result in actual level loss, they remain as long as the shield is in hand and cannot be overcome in any way (including *restoration* spells). The negative levels disappear when the shield is stowed or leaves the wearer's possession.

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MONSTERS (INTRO-A)

READING THE ENTRIES

Each monster description is organized in the same general format, as outlined below.

STATISTICS BLOCK

This portion of a monster description contains basic game information on the creature.

Name

This is the name by which the creature is generally known. The descriptive text may provide other names.

Size and Type

This line describes the creature's size. A size modifier applies to the creature's Armor Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below).

The size and type line continues with the creature's type. Type determines how magic affects a creature. Type determines certain features, such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points.

Hit Dice

This line gives the creature's number and type of Hit Dice, and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

Initiative

This line gives the creature's modifier on initiative checks.

Speed

This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature wears armor that reduces its speed, the creature's base land speed follows.

If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not magical).

Armor Class

The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor). The creature's touch and flat-footed ACs follow the combat-ready AC.

A creature's armor proficiencies (if it has any) depend on its type, but in general a creature is automatically proficient with any kind of armor it is described as wearing (light, medium, or heavy), and with all lighter kinds of armor.

Base Attack/Grapple

The number before the slash on this line is the creature's base attack bonus (before any modifiers are applied). This number won't often be used, but it can be handy sometimes, especially if the creature has the Power Attack or Combat Expertise feats.

The number after the slash is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. The grapple bonus includes all modifiers that apply to the creature's grapple checks (base attack bonus, Strength modifier, special size modifier, and any other applicable modifier, such as a racial bonus on grapple checks).

Attack

This line shows the single attack the creature makes with an attack action. In most cases, this is also the attack the creature uses when making an attack of opportunity as well. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or." A creature can use one of its secondary natural weapons when making an attack action, but if it does it takes an attack penalty, as noted in the Full Attack section below. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Full Attack

This line shows all the physical attacks the creature makes when it uses a full-round action to make a full attack. It gives the number of attacks along with the weapon, attack bonus, and form of attack (melee or ranged). The first entry is for the creature's primary weapon, with an attack bonus including modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks. The

remaining weapons are secondary, and attacks with them are made with a -5 penalty to the attack roll, no matter how many there are. Creatures with the Multiattack feat take only a -2 penalty on secondary attacks. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

A creature's primary attack damage includes its full Strength modifier (1-1/2 times its Strength bonus if the attack is with the creature's sole natural weapon) and is given first. Secondary attacks add only 1/2 the creature's Strength bonus and are given second in the parentheses.

If any attacks also have some special effect other than damage, that information is given here.

Unless noted otherwise, creatures using natural weapons deal double damage on critical hits.

Manufactured Weapons: Creatures that use swords, bows, spears, and the like follow the same rules as characters do. The bonus for attacks with two-handed weapons is 1-1/2 times the creature's Strength modifier (if it is a bonus), and is given first. Offhand weapons add only 1/2 the Strength bonus and are given second in the parentheses.

Space/Reach

This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies. The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses at the end of the line.

Special Attacks and Special Qualities

Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su). Additional information (when needed) is provided in the creature's descriptive text.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: $10 + 1/2 \text{ the attacker's racial Hit Dice} + \text{the relevant ability modifier}$.

The save DC is given in the creature's description along with the ability on which the DC is based.

Saves

This line gives the creature's Fortitude, Reflex, and Will save modifiers.

Abilities

This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. Except where noted otherwise, each creature is assumed to have the standard array of ability scores before racial adjustments (all 11s and 10s). To determine any creature's racial ability adjustments, subtract 10 from any even-numbered ability score and subtract 11 from any odd-numbered score. (Exceptions are noted in the Combat section of a creature's descriptive text.)

Strength: Quadrupeds can carry heavier loads than bipeds can. Any creature with four or more motive limbs can carry a load as a quadruped, even if it does not necessarily use all the limbs at once.

Intelligence: A creature can speak all the languages mentioned in its description, plus one additional language per point of Intelligence bonus. Any creature with an Intelligence score of 3 or higher understands at least one language (Common, unless noted otherwise).

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0.

Skills

This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any bonuses from feats or racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points it has.

The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers.

An asterisk (*) beside the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations.

Natural Tendencies: Some creatures simply aren't made for certain types of physical activity. If it seems clear that a particular creature simply is not made for a particular physical activity, that creature takes a -8 penalty on skill checks that defy its natural tendencies.

In extreme circumstances the creature fails the check automatically.

Feats

The line gives the creature's feats. A monster gains feats just as a character does. Sometimes a creature has one or more bonus feats, marked with a superscript B (^B). Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

Environment

This line gives a type of climate and terrain where the creature is typically found. This describes a tendency, but is not exclusionary.

Organization

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. If the organization line contains the term “domesticated,” the creature is generally found only in the company of other creatures, whom it serves in some capacity.

Challenge Rating

This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Treasure

This line reflects how much wealth the 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.

Alignment

This line gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to the species as a whole.

Advancement

The monster entry usually describes only the most commonly encountered version of a creature. The advancement line shows how tough a creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new Hit Die.

Level Adjustment

This line is included in the entries of creatures suitable for use as player characters or as cohorts (usually creatures with Intelligence scores of at least 3 and possessing opposable thumbs). Add this number to the creature’s total Hit Dice, including class levels, to get the creature’s effective character level (ECL). A character’s ECL affects the experience the character earns, the amount of experience the character must have before gaining a new level, and the character’s starting equipment.

ABOLETH

Aboleth		Aboleth Mage, 10th-Level Wizard
Huge Aberration (Aquatic)		Huge Aberration (Aquatic)
Hit Dice:	8d8+40 (76 hp)	8d8+56 plus 10d4+70 (177 hp)
Initiative:	+1	+7
Speed:	10 ft. (2 squares), swim 60 ft.	10 ft. (2 squares), swim 60 ft.
Armor Class:	16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15	18 (-2 size, +3 Dex, +7 natural), touch 11, flat-footed 15
Base	+6/+22	+11/+28
Attack/Grapple		
:		
Attack:	Tentacle +12 melee (1d6+8 plus slime)	Tentacle +18 melee (1d6+9 plus slime)
Full Attack:	4 tentacles +12 melee (1d6+8 plus slime)	4 tentacles +18 melee (1d6+9 plus slime)
Space/Reach:	15 ft./10 ft.	15 ft./10 ft.
Special Attacks:	Enslave, psionics, slime	Enslave, psionics, slime, spells
Special Qualities:	Aquatic subtype, darkvision 60 ft., mucus cloud	Aquatic subtype, darkvision 60 ft., mucus cloud, summon familiar
Saves:	Fort +7, Ref +3, Will +11	Fort +15, Ref +10, Will +15
Abilities:	Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17	Str 28, Dex 16, Con 24, Int 20, Wis 16, Cha 14
Skills:	Concentration +16, Knowledge (any one) +13, Listen +16, Spot +16, Swim +8	Bluff +13, Concentration +25, Decipher Script +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +4, Knowledge (arcana) +15, Knowledge (dungeoneering) +25, Knowledge (history) +15, Knowledge (the planes) +15, Listen +15, Search +10, Sense Motive +15, Spellcraft +20, Spot +17, Survival +3 (+5 following tracks, on other planes, and

Feats:	Alertness, Combat Casting, Iron Will	underground), Swim +8 Combat Casting, Empower Spell, Eschew Materials, Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (illusion), Spell Focus (enchantment), Spell Penetration
Environment	Underground	Underground
Organization:	Solitary, brood (2–4), or slaver brood (1d3+1 plus 7–12 skum)	Solitary
Challenge Rating:	7	17
Treasure:	Double standard	Double standard
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	9–16 HD (Huge); 17–24 HD (Gargantuan)	By character class
Level Adjustment:	—	—

The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. An aboleth has a pink belly. Four pulsating blueblack orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds. Aboleths speak their own language, as well as Undercommon and Aquan.

COMBAT

An aboleth attacks by flailing with its long, slimy tentacles, though it prefers to fight from a distance using its illusion powers.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 17 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19). Effective caster level 16th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ABOLETH MAGE

COMBAT

The save DC for the aboleth mage's transformation tentacle attack (DC 21) and its mucus cloud (DC 21) are adjusted for its higher Constitution score. The save DC for its enslave ability (DC 16) is adjusted for its lower Charisma score, as are the save DCs for its psionic abilities: *Hypnotic pattern* (DC 14), *illusory wall* (DC 16), *mirage arcana* (DC 17), *persistent image* (DC 17), *programmed image* (DC 18), *project image* (DC 19), *veil* (DC 18). Effective caster level 16th.

The aboleth mage uses a number of spells, such as *displacement*, *greater invisibility*, and *wall of force*, to protect itself while seizing control of its foes with spells and innate abilities.

Typical Wizard Spells Prepared (4/6/5/4/4/3; save DC 15 + spell level): 0—*daze*, *detect magic* (2), *resistance*; 1st—*alarm*, *charm person*, *color spray*, *mage armor*, *magic missile* (2); 2nd—*blur*, *bull's strength*, *darkness*, *fox's cunning*, *see invisibility*; 3rd—*dispel magic*, *displacement*, *fly*, *lightning bolt*; 4th—*greater invisibility*, *phantasmal killer*, *scrying*, *stoneskin*; 5th—*hold monster*, *empowered lightning bolt*, *wall of force*.

ACHAIERAI

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+6/+14
Attack:	Claw +9 melee (2d6+4)
Full Attack:	2 claws +9 melee (2d6+4) and bite +4 melee (4d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Black cloud
Special Qualities:	Darkvision 60 ft., spell resistance 19
Saves:	Fort +7, Ref +6, Will +7
Abilities:	Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16
Skills:	Balance +10, Climb +13, Diplomacy +5, Hide +6, Jump +21, Listen +11, Move Silently +10, Sense Motive +11, Spot +11
Feats:	Dodge, Mobility, Spring Attack
Environment:	A lawful-aligned plane
Organization:	Solitary or flock (5–8)
Challenge Rating:	5
Treasure:	Double standard
Alignment:	Always lawful evil
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

Achaierais are massive, 15-foot-tall flightless birds that inhabit lawful planes of battle and are only occasionally encountered elsewhere.

Achaierais speak Infernal. They weigh about 750 pounds.

COMBAT

In close combat, an achaierai lashes out with two of its four legs and snaps with its powerful beak. It makes frequent use of its Spring Attack feat to strike quickly and then retreat out of range before an enemy can counterattack.

An achaierai's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawfulaligned for the purpose of overcoming damage reduction.

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud.

Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level 16th). The save DC is Constitution-based.

ALLIP

Medium Undead (Incorporeal)

Hit Dice:	4d12 (26 hp)
Initiative:	+5
Speed:	Fly 30 ft. (perfect) (6 squares)
Armor Class:	15 (+1 Dex, +4 deflection), touch 15, flat-footed 14
Base Attack/Grapple:	+2/—
Attack:	Incorporeal touch +3 melee (1d4 Wisdom drain)
Full Attack:	Incorporeal touch +3 melee (1d4 Wisdom drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Babble, madness, Wisdom drain
Special Qualities:	Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits
Saves:	Fort +1, Ref +4, Will +4
Abilities:	Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18
Skills:	Hide +8, Intimidate +7, Listen +7, Search +4, Spot

	+7, Survival +0 (+2 following tracks)
Feats:	Improved Initiative, Lightning Reflexes
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5–12 HD (Medium)

Level Adjustment: —

An allip is the spectral remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

An allip cannot speak intelligibly.

COMBAT

An allip is unable to cause physical harm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.

Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

ANGEL

Angels are a race of celestials, beings who live on the good-aligned Outer Planes.

Angels can be of any good alignment. Regardless of their alignment, angels never lie, cheat, or steal. They are impeccably honorable in all their dealings and often prove the most trustworthy and diplomatic of all the celestials.

All angels are blessed with comely looks, though their actual appearances vary widely.

Angels speak Celestial, Infernal, and Draconic, though they can speak with almost any creature because of their tongues ability.

COMBAT

In combat, most angels make full use of their mobility and their ability to attack at a distance.

Angel Traits: An angel possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—Immunity to acid, cold, and petrification.

—Resistance to electricity 10 and fire 10.

—+4 racial bonus on saves against poison.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

Tongues (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

ANGEL, ASTRAL DEVA

Medium Outsider (Angel, Extraplanar, Good)

Hit Dice:	12d8+48 (102 hp)
Initiative:	+8
Speed:	50 ft. (10 squares), fly 100 ft. (good)
Armor Class:	29 (+4 Dex, +15 natural), touch 14, flat-footed 25
Base Attack/Grapple:	+12/+18
Attack:	+3 heavy mace of disruption +21 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)

Full Attack:	+3 heavy mace of disruption +21/+16/+11 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, stun
Special Qualities:	Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, spell resistance 30, tongues, uncanny dodge
Saves:	Fort +14 (+18 against poison), Ref +12, Will +12
Abilities:	Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20
Skills:	Concentration +19, Craft or Knowledge (any three) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings)
Feats:	Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack
Environment:	Any good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	14
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	13–18 HD (Medium); 19–36 HD (Large)
Level Adjustment:	+8

An astral deva is about 7-1/2 feet tall and weighs about 250 pounds.

COMBAT

An astral deva is not afraid to enter melee combat. It takes a fierce joy in bashing evil foes with its powerful *+3 heavy mace of disruption*.

An astral deva's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic*, *holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), see *invisibility*; 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

ANGEL, PLANETAR

Large Outsider (Angel, Extraplanar, Good)	
Hit Dice:	14d8+70 (133 hp)
Initiative:	+8
Speed:	30 ft. (6 squares), fly 90 ft. (good)
Armor Class:	32 (−1 size, +4 Dex, +19 natural), touch 13, flat-footed 28
Base Attack/Grapple:	+14/+25
Attack:	+3 greatsword +23 melee (3d6+13/19–20) or slam +20 melee (2d8+10)
Full Attack:	+3 greatsword +23/+18/+13 melee (3d6+13/19–20) or slam +20 melee (2d8+10)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 10, resistance to electricity 10 and fire 10, spell resistance 30, tongues
Saves:	Fort +14 (+18 against poison), Ref +13, Will +15

Abilities:	Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 22
Skills:	Concentration +22, Craft or Knowledge (any four) +23, Diplomacy +25, Escape Artist +21, Hide +17, Intimidate +23, Listen +23, Move Silently +21, Sense Motive +23, Search +23, Spot +23, Use Rope +4 (+6 with bindings)
Feats:	Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack
Environment:	Any good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	16
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	15–21 HD (Large); 22–42 HD (Huge)

Level Adjustment: —

A planetar is nearly 9 feet tall and weighs about 500 pounds.

COMBAT

Despite their vast array of magical powers, planetars are likely to wade into melee with their +3 greatswords. They particularly enjoy fighting fiends.

A planetar's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Regeneration: A planetar takes damage from evil-aligned weapons and from spells and effects with the evil descriptor.

Spell-Like Abilities: At will—*continual flame*, *dispel magic*, *holy smite* (DC 20), *invisibility* (self only), *lesser restoration* (DC 18), *remove curse* (DC 19), *remove disease* (DC 19), *remove fear* (DC 17), *speak with dead* (DC 19); 3/day—*blade barrier* (DC 22), *flame strike* (DC 21), *polymorph* (self only), *power word stun*, *raise dead*, *waves of fatigue*; 1/day—*earthquake* (DC 24), *greater restoration* (DC 23), *mass charm monster* (DC 24), *waves of exhaustion*. Caster level 17th. The save DCs are Charisma-based.

The following abilities are always active on the planetar's person, as the spells (caster level 17th): *detect evil*, *detect snares and pits*, *discern lies* (DC 20), *see invisibility*, and *true seeing*. They can be dispelled, but the planetar can reactivate them as a free action.

Spells: Planetars can cast divine spells as 17th-level clerics. A planetar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/8/8/7/7/6/6/4/3/2; save DC 16 + spell level): 0—*create water*, *detect magic*, *guidance*, *resistance* (2), *virtue*; 1st—*bless* (2), *cause fear*, *divine favor* (2), *entropic shield*, *inflict light wounds**, *shield of faith*; 2nd—*aid**, *align weapon*, *bear's endurance*, *bull's strength* (2), *consecrate*, *eagle's splendor*, *hold person*; 3rd—*contagion**, *daylight*, *invisibility purge*, *prayer* (2), *summon monster III*, *wind wall*; 4th—*death ward*, *dismissal*, *inflict critical wounds**, *neutralize poison* (2), *summon monster IV*; 5th—*break enchantment*, *circle of doom**, *dispel evil*, *mark of justice*, *plane shift*, *righteous might*; 6th—*banishment*, *greater dispel magic*, *harm**, *heal*, *heroes' feast*, *mass cure moderate wounds*; 7th—*dictum*, *disintegrate**, *holy word*, *regenerate*; 8th—*holy aura**, *mass cure critical wounds*, *shield of law*; 9th—*implosion*, *summon monster IX (good)**.

*Domain spell. Domains: Destruction and Good.

ANGEL, SOLAR

	Large Outsider (Angel, Extraplanar, Good)
Hit Dice:	22d8+110 (209 hp)
Initiative:	+9
Speed:	50 ft. (10 squares), fly 150 ft. (good)
Armor Class:	35 (−1 size, +5 Dex, +21 natural), touch 14, flat-footed 30
Base Attack/Grapple:	+22/+35
Attack:	+5 <i>dancing greatsword</i> +35 melee (3d6+18/19–20) or +2 <i>composite longbow</i> (+5 Str bonus) +28 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)
Full Attack:	+5 <i>dancing greatsword</i> +35/+30/+25/+20 melee (3d6+18/19–20) or +2 <i>composite longbow</i> (+5 Str bonus) +28/+23/+18/+13 ranged (2d6+7/x3 plus slaying) or slam +30 melee (2d8+13)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, spells
Special Qualities:	Damage reduction 15/epic and evil, darkvision 60 ft., low-

Saves:	light vision, immunity to acid, cold, and petrification, protective aura, regeneration 15, resistance to electricity 10 and fire 10, spell resistance 32, tongues
Abilities:	Fort +18 (+22 against poison), Ref +18, Will +20
Skills:	Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25 Concentration +30, Craft or Knowledge (any five) +33, Diplomacy +34, Escape Artist +30, Hide +26, Listen +32, Move Silently +30, Search +31, Sense Motive +32, Spellcraft +31, Spot +32, Survival +7 (+9 following tracks), Use Rope +5 (+7 with bindings)
Feats:	Cleave, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power Attack, Track
Environment:	Any good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	23
Treasure:	No coins; double goods; standard items
Alignment:	Always good (any)
Advancement:	23–33 HD (Large); 34–66 HD (Huge)
Level Adjustment:	—
A solar has a deep and commanding voice, and stands about 9 feet tall. It weighs about 500 pounds.	
Combat	
Solars are puissant champions of good. Only the most powerful fiends approach their power. Even more fearsome than their +5 <i>dancing greatswords</i> are their +2 <i>composite longbows</i> that create any sort of <i>slaying arrow</i> when drawn.	
A solar's natural weapons, as well as any weapons it wields, are treated as good-aligned and epic for the purpose of overcoming damage reduction.	
Regeneration (Ex): A solar takes normal damage from epic evil-aligned weapons, and from spells or effects with the evil descriptor.	
Spell-Like Abilities: At will— <i>aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, holy smite</i> (DC 21), <i>imprisonment</i> (DC 26), <i>invisibility</i> (self only), <i>lesser restoration</i> (DC 19), <i>polymorph</i> (self only) <i>power word stun, remove curse</i> (DC 20), <i>remove disease</i> (DC 20), <i>remove fear</i> (DC 18), <i>resist energy, summon monster VII, speak with dead</i> (DC 20), <i>waves of fatigue</i> ; 3/day— <i>blade barrier</i> (DC 23), <i>earthquake</i> (DC 25), <i>heal</i> (DC 23), <i>mass charm monster</i> (DC 25), <i>permanency, resurrection, waves of exhaustion</i> ; 1/day— <i>greater restoration</i> (DC 24), <i>power word blind, power word kill, power word stun, prismatic spray</i> (DC 24), <i>wish</i> . Caster level 20th. The save DCs are Charisma-based.	
The following abilities are always active on a solar's person, as the spells (caster level 20th): <i>detect evil, detect snares and pits, discern lies</i> (DC 21), <i>see invisibility, true seeing</i> . They can be dispelled, but the solar can reactivate them as a free action.	
Spells: Solars can cast divine spells as 20th-level clerics. A solar has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.	
<i>Typical Cleric Spells Prepared</i> (6/8/8/7/7/6/6/5/5; save DC 17 + spell level): 0— <i>create water, detect magic, guidance</i> (2), <i>resistance</i> (2); 1st— <i>bless</i> (2), <i>cause fear, divine favor</i> (2), <i>entropic shield, obscuring mist*</i> , <i>shield of faith</i> ; 2nd— <i>align weapon, bear's endurance</i> (2), <i>bull's strength</i> (2), <i>consecrate, eagle's splendor, spiritual weapon*</i> ; 3rd— <i>daylight, invisibility purge, magic circle against evil, magic vestment*, prayer</i> (2), <i>protection from energy, wind wall</i> ; 4th— <i>death ward</i> (2), <i>dismissal</i> (2), <i>divine power*, neutralize poison</i> (2); 5th— <i>break enchantment, control winds*, dispel evil, plane shift, righteous might</i> (2), <i>symbol of pain</i> ; 6th— <i>banishment, chain lightning*, heroes' feast, mass cure moderate wounds, undeath to death, word of recall</i> ; 7th— <i>control weather*, destruction, dictum, ethereal jaunt, holy word, regenerate</i> ; 8th— <i>fire storm, holy aura, mass cure critical wounds</i> (2), <i>whirlwind*</i> ; 9th— <i>ethereality, elemental swarm (air)*, mass heal, miracle, storm of vengeance</i> .	
*Domain spell. Domains: Air and War.	

ANIMATED OBJECT

	Animated Object, Tiny	Animated Object, Small	Animated Object, Medium
	Tiny Construct	Small Construct	Medium Construct
Hit Dice:	1/2 d10 (2 hp)	1d10+10 (15 hp)	2d10+20 (31 hp)
Initiative:	+2	+1	+0
Speed:	40 ft. (8 squares); 50 ft. legs, 60 ft. multiple legs; 80 ft. wheels	30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels	30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels

Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13	14 (+4 natural), touch 10, flat-footed 14
Base	+0/-9	+0/-4	+1/+2
Attack/Grapple:			
Attack:	Slam +1 melee (1d3-1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
Full Attack:	Slam +1 melee (1d3-1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
Space/Reach:	2-1/2 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	See text	See text	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +0, Ref +2, Will -5	Fort +0, Ref +1, Will -5	Fort +0, Ref +0, Will -5
Abilities:	Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1	Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1	Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Any	Any
Organization:	Group (4)	Pair	Solitary
Challenge Rating:	1/2	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Animated Object, Large	Animated Object, Huge	Animated Object, Gargantuan
	Large Construct	Huge Construct	Gargantuan Construct
Hit Dice:	4d10+30 (52 hp)	8d10+40 (84 hp)	16d10+60 (148 hp)
Initiative:	+0	-1	-2
Speed:	20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed 14	13 (-2 size, -1 Dex, +6 natural), touch 7, flat-footed 13	12 (-4 size, -2 Dex, +8 natural), touch 4, flat-footed 12
Base	+3/+10	+6/+19	+12/+31
Attack/Grapple:			
Attack:	Slam +5 melee (1d8+4)	Slam +9 melee (2d6+7)	Slam +15 melee (2d8+10)
Full Attack:	Slam +5 melee (1d8+4)	Slam +9 melee (2d6+7)	Slam +15 melee (2d8+10)
Space/Reach:	10 ft./5 ft. (long) 10 ft./10 ft. (tall)	15 ft./10 ft. (long) 15 ft./15 ft. (tall)	20 ft./15 ft. (long) 20 ft./20 ft. (tall)
Special Attacks:	See text	See text	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +1, Ref +1, Will -4	Fort +2, Ref +1, Will -3	Fort +5, Ref +3, Will +0
Abilities:	Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1	Str 20, Dex 8, Con —, Int —, Wis 1, Cha 1	Str 24, Dex 6, Con —, Int —, Wis 1, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	3	5	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

Animated Object, Colossal

	Colossal Construct
Hit Dice:	32d10+80 (256 hp)
Initiative:	-3
Speed:	10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
Armor Class:	11 (-8 size, -3 Dex, +12 natural), touch -1, flat-footed 11
Base Attack/Grapple:	+24/+49
Attack:	Slam +25 melee (4d6+13)
Full Attack:	Slam +25 melee (4d6+13)
Space/Reach:	30 ft./20 ft. (long) 30 ft./30 ft. (tall)
Special Attacks:	See text
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision; also see text
Saves:	Fort +10, Ref +7, Will +5
Abilities:	Str 28, Dex 4, Con —, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Animated objects come in all sizes, shapes, and colors. They owe their existence as creatures to spells such as *animate objects* or similar supernatural abilities.

COMBAT

Animated objects fight only as directed by the animator. They follow orders without question and to the best of their abilities. Since they do not need to breathe and never tire, they can be extremely capable minions.

An animated object can have one or more of the following special abilities, depending on its form.

Blind (Ex): A sheetlike animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger than itself. The object makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

Constrict (Ex): A flexible animated object such as a rope, vine, or rug deals damage equal to its slam damage value plus 1-1/2 times its Strength bonus with a successful grapple check against a creature up to one size larger than itself.

An object of at least Large size can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

Hardness (Ex): An animated object has the same hardness it had before it was animated.

Improved Speed (Ex): The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along.

Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed.

Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed.

Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

Trample (Ex): An animated object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1-1/2 times its Strength bonus. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + 1/2 object's HD + object's Str modifier) to halve the damage.

ANKHEG

Large Magical Beast

Hit Dice:	3d10+12 (28 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	18 (-1 size, +9 natural), touch 9, flat-footed 18

Base Attack/Grapple:	+3/+12
Attack:	Bite +7 melee (2d6+7 plus 1d4 acid)
Full Attack:	Bite +7 melee (2d6+7 plus 1d4 acid)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, spit acid
Special Qualities:	Darkvision 60 ft., low-light vision, tremorsense 60 ft.
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6
Skills:	Climb +8, Listen +6, Spot +3
Feats:	Alertness, Toughness
Environment:	Warm plains
Organization:	Solitary or cluster (2–4)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	4 HD (Large); 5–9 HD (Huge)

Level Adjustment:

—

The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long ($[1d10 + 5] \times 10$).

COMBAT

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge, even though the ankheg does not need to move 10 feet before attacking.)

Clusters of ankhegs share the same territory but do not cooperate.

Improved Grab (Ex): To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

ARANEA

Medium Magical Beast (Shapechanger)

Hit Dice:	3d10+6 (22 hp)
Initiative:	+6
Speed:	50 ft. (10 squares), climb 25 ft.
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+3/+3
Attack:	Bite +5 melee (1d6 plus poison) or web +5 ranged
Full Attack:	Bite +5 melee (1d6 plus poison) or web +5 ranged
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, spells, web
Special Qualities:	Change shape, darkvision 60 ft., low-light vision
Saves:	Fort +5, Ref +5, Will +4
Abilities:	Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14
Skills:	Climb +14, Concentration +8, Escape Artist +5, Jump +13, Listen +6, Spot +6
Feats:	Improved Initiative, Iron Will ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or colony (3–6)
Challenge Rating:	4
Treasure:	Standard coins; double goods; standard items

Alignment:	Usually neutral
Advancement:	By character class

Level Adjustment: +4

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

An aranea weighs about 150 pounds. The hump on its back houses its brain.

Araneas speak Common and Sylvan.

COMBAT

An aranea avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first. Araneas often subdue opponents for ransom.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spells: An aranea casts spells as a 3rd-level sorcerer. It prefers illusions and enchantments and avoids fire spells.

Typical Sorcerer Spells Known (6/6; save DC 12 + spell level): 0—*daze, detect magic, ghost sound, light, resistance; 1st—image armor, silent image, sleep.*

Web (Ex): In spider or hybrid form (see below), an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Change Shape (Su): An aranea's natural form is that of a Medium monstrous spider. It can assume two other forms. The first is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a Medium spider-humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 feet (6 squares). An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form if it is in humanoid or hybrid form.

Skills: Araneas have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

ARCHON

Archons are celestials from a lawful good-aligned plane.

Archons speak Celestial, Infernal, and Draconic, but can speak with almost any creature because of their tongues ability.

COMBAT

Archons generally prefer to meet a foe head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and run tactics or standing off and engaging a foe with magic before moving into melee).

Archon Traits: An archon possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—*Aura of Menace (Su):* A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

—Immunity to electricity and petrification.

—+4 racial bonus on saves against poison.

—*Magic Circle against Evil (Su):* A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

—*Teleport (Su):* Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

—*Tongues (Su):* All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

LANTERN ARCHON

Small Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice :	1d8 (4 hp)
Initiative :	+4
Speed :	Fly 60 ft. (perfect) (12 squares)
Armor Class :	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple :	+1/-8
Attack :	Light ray +2 ranged touch (1d6)
Full Attack :	2 light rays +2 ranged touch (1d6)
Space/Reach :	5 ft./5 ft.
Special Attacks :	Spell-like abilities
Special Qualities :	Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues
Saves :	Fort +2 (+6 against poison), Ref +2, Will +2
Abilities :	Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10
Skills :	Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4
Feats :	Improved Initiative
Environment :	A lawful good-aligned plane
Organization :	Solitary, pair, or squad (3–5)
Challenge Rating :	2
Treasure :	None
Alignment :	Always lawful good
Advancement :	2–4 HD (Small)
Level Adjustment:	—

Lantern archons appear as floating balls of light that glow about as brightly as a torch. Only their destruction can extinguish the glow, though they can try to hide it.

COMBAT

A lantern archon has little reason to get within melee range. It usually hovers just close enough to bring the enemy within its aura of menace, then blasts away with its light rays. Lantern archons prefer to concentrate on a single opponent, seeking to reduce enemy numbers quickly.

Aura of Menace (Su): Will DC 12 negates.

Light Ray (Ex): A lantern archon's light rays have a range of 30 feet. This attack overcomes damage reduction of any type.

Spell-Like Abilities: At will—*aid*, *detect evil*, *continual flame*. Caster level 3rd.

HOUND ARCHON

Hound Archon		Hound Archon Hero, 11th-Level Paladin
Medium Outsider (Archon, Extraplanar, Good, Lawful)		Medium Outsider (Archon, Extraplanar, Good, Lawful)
Hit Dice:	6d8+6 (33 hp)	6d8+18 plus 11d10+33 (143 hp)
Initiative:	+4	+4
Speed:	40 ft. (8 squares)	30 ft. in full plate armor (6 squares); base speed 40 ft.
Armor Class:	19 (+9 natural), touch 10, flat-footed 19	30 (+9 natural, +11 <i>full plate armor</i>), touch 10, flat-footed 30
Base Attack/Grapple :	+6/+8	+17/+22
Attack:	Bite +8 melee (1d8+2) or greatsword +8 melee (2d6+3/19–20)	+2 <i>cold iron greatsword</i> +25 melee (2d6+9/19–20) or bite +22 melee (1d8+5)
Full Attack:	Bite +8 melee (1d8+2) and slam +3 melee (1d4+1); or greatsword +8/+3 melee (2d6+3/19–20) and bite +3 melee (1d8+1)	+2 <i>cold iron greatsword</i> +25/+20/+15/+10 melee (2d6+9/19–20) and bite +17 melee (1d8+2); or bite +22 melee (1d8+5) and slam +17 melee (1d4+2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.

Special Attacks:	Spell-like abilities	Smite evil, spells, spell-like abilities, turn undead 6/day
Special Qualities:	Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, spell resistance 16, teleport, tongues	Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, paladin abilities, scent, spell resistance 27, teleport, tongues
Saves:	Fort +6 (+10 against poison), Ref +5, Will +6	Fort +18 (+22 against poison), Ref +11, Will +13
Abilities:	Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12	Str 21, Dex 10, Con 16, Int 8, Wis 14, Cha 16
Skills:	Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks)	Concentration +20, Diplomacy +19, Hide +2*, Jump +0, Listen +10, Ride +14, Sense Motive +19, Spot +10, Survival +2*
Feats:	Improved Initiative, Power Attack, Track	Improved Initiative, Leadership, Mounted Combat, Ride-By Attack, Track, Weapon Focus (greatsword)
Environment	A lawful good-aligned plane	A lawful good-aligned plane
Organization:	Solitary, pair, or squad (3–5)	Solitary or with juvenile bronze dragon
Challenge Rating:	4	16
Treasure:	No coins; double goods; standard items	Standard
Alignment:	Always lawful good	Always lawful good
Advancement:	7–9 HD (Medium); 10–18 HD (Large)	By character class
Level	+5	+5

Adjustment:

Hound archons look like well-muscled humans with canine heads.

COMBAT

Hound archons prefer to attack with their natural weapons but occasionally use greatswords.

A hound archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid, continual flame, detect evil, message*. Caster level 6th.

Aura of Menace (Su): Will DC 16 negates.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Skills: *While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

HOUND ARCHON HERO

The hound archon hero is a mighty champion of justice, devoted to the pursuit and destruction of evil in all its forms.

COMBAT

Hound archon heroes have over time developed a love for their weapons. They prefer to use their *holy greatswords* over their bite and slam attacks.

Spell-Like Abilities: At will—*aid, continual flame, detect evil, message*. Caster level 6th.

Aura of Menace (Su): The save DC for the hound archon hero's aura of menace (DC 18) is adjusted for its higher Charisma score.

Smite Evil (Su): Three times per day a hound archon hero can make a normal melee attack with a +3 bonus that deals an extra 11 points of damage against an evil foe.

Change Shape (Su): A hound archon hero can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Skills: *While in canine form, a hound archon hero gains a +4 circumstance bonus on Hide and Survival checks.

Paladin Abilities: Aura of courage, aura of good, *detect evil*, divine grace, divine health, lay on hands (33 points/day), *remove disease* 2/week, special mount (juvenile bronze dragon).

Typical Paladin Spells Prepared (2/2; save DC 12 + spell level): 1st—*divine favor, protection from evil*; 2nd—*bull's strength, eagle's splendor*.

Possessions: +3 full plate armor, +2 cold iron greatsword.

HOUND ARCHON HERO MOUNTS

In the course of their adventures, many hound archon heroes befriend bronze dragons, which may come to serve as their mounts. The relationship between these mounts and their celestial riders goes beyond even the special bond between paladin and mount. The dragon and the archon are naturally allies and friends, as can be expected of two powerful servants of cosmic justice. The juvenile bronze dragon mount gains 2 additional HD, 4 points of Strength, an additional 4 points of natural armor, improved evasion, and +10 feet to speed in all its movement forms. The dragon cannot, however, command other creatures of its type as other kinds of paladin mounts can.

HOUND ARCHONS AS CHARACTERS

Hound archon characters possess the following racial traits.

- +4 Strength, +2 Constitution, +2 Wisdom, +2 Charisma.
- Medium size.
- A hound archon's base land speed is 40 feet.
- Racial Hit Dice: A hound archon begins with six levels of outsider, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.
- Racial Skills: A hound archon's outsider levels give it skill points equal to $9 \times (8 + \text{Int modifier})$. Its class skills are Concentration, Hide, Jump, Listen, Move Silently, Sense Motive, Spot, and Survival.
- Racial Feats: A hound archon's outsider levels give it three feats.
- +9 natural armor bonus.
- Natural Weapons: Bite (1d8) and slam (1d4).
- Archon Traits (see page 16): Darkvision 60 ft., low-light vision, aura of menace (Will DC 15 + character's Cha modifier), immunity to electricity and petrification, +4 racial bonus on saves against poison, magic circle against evil, teleport, tongues.
- Special Attacks: Spell-like abilities.
- Special Qualities: Change shape, damage reduction 10/evil, scent, spell resistance equal to 16 + class levels.
- Automatic Languages: Celestial. Bonus Languages: Common, Draconic, Infernal.
- Favored class: Ranger.
- Level adjustment +5.

TRUMPET ARCHON

Medium Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice:	12d8+72 (126 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	27 (+3 Dex, +14 natural), touch 13, flat-footed 24
Base Attack/Grapple:	+12/+17
Attack:	+4 greatsword +21 melee (2d6+11/19–20)
Full Attack:	+4 greatsword +21/+16/+11 melee (2d6+11/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, spells, trumpet
Special Qualities:	Aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, spell resistance 29, teleport, tongues
Saves:	Fort +14 (+18 against poison), Ref +11, Will +11
Abilities:	Str 20, Dex 17, Con 23, Int 16, Wis 16, Cha 16
Skills:	Concentration +21, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (any one) +18, Listen +18, Move Silently +18, Perform (wind instruments) +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3 (+5 with bindings)
Feats:	Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack
Environment:	A lawful good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	14
Treasure:	No coins; double goods; standard items
Alignment:	Always lawful good
Advancement:	13–18 HD (Medium); 19–36 HD (Large)

Level Adjustment: +8

Each Trumpet Archon carries a gleaming silver trumpet about 6 feet long.

COMBAT

A trumpet archon usually disdains physical combat, preferring to obliterate foes with spells quickly and return to its duties. If forced into an extended battle, it sounds its trumpet and attacks with a vengeance.

A trumpet archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*detect evil, continual flame, message*. Caster level 12th.

Aura of Menace (Su): Will DC 21 negates.

Spells: Trumpet archons can cast divine spells as 14th-level clerics. A trumpet archon has access to two of the following domains: Air, Destruction, Good, Law, or War (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; DC 13 + spell level): 0—*detect magic, light, purify food and drink, read magic, resistance* (2); 1st—*bless* (2), *divine favor* (2), *protection from chaos**, *sanctuary, shield of faith*; 2nd—*aid**, *bull's strength* (2), *consecrate, lesser restoration, owl's wisdom* (2); 3rd—*daylight, invisibility purge, magic circle against chaos**, *magic vestment, protection from energy* (2); 4th—*dismissal, divine power, holy smite*, neutralize poison, spell immunity*; 5th—*dispel evil*, mass cure light wounds, plane shift, raise dead*; 6th—*blade barrier*, banishment, heal, undeath to death*; 7th—*dictum*, holy word, mass cure serious wounds*.

*Domain spell. Domains: Good and Law.

Trumpet (Su): An archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe. All creatures except archons within 100 feet of the blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a +4 greatsword as a free action.

If a trumpet is ever stolen, it becomes a chunk of useless metal until the owner can recover it. Woe betide any thief caught with one.

ARROWHAWK

	Juvenile Arrowhawk	Adult Arrowhawk	Elder Arrowhawk
	Small Outsider (Air, Extraplanar)	Medium Outsider (Air, Extraplanar)	Large Outsider (Air, Extraplanar)
Hit Dice:	3d8+3 (16 hp)	7d8+7 (38 hp)	15d8+45 (112 hp)
Initiative:	+5	+5	+5
Speed:	Fly 60 ft. (perfect) (12 squares)	Fly 60 ft. (perfect) (12 squares)	Fly 60 ft. (perfect) (12 squares)
Armor Class:	20 (+1 size, +5 Dex, +4 natural), touch 16, flat-footed 15	21 (+5 Dex, +6 natural), touch 15, flat-footed 16	22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17
Base	+3/+0	+7/+9	+15/+25
Attack/Grapple:			
Attack:	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)	Electricity ray +19 ranged touch (2d8) or bite +21 melee (2d6+9)
Full Attack:	Electricity ray +9 ranged touch (2d6) or bite +9 melee (1d6+1)	Electricity ray +12 ranged touch (2d8) or bite +12 melee (1d8+3)	Electricity ray +19 ranged touch (2d8) or bite +20 melee (2d6+9)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Electricity ray	Electricity ray	Electricity ray
Special Qualities:	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10	Darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10
Saves:	Fort +4, Ref +8, Will +4	Fort +6, Ref +10, Will +6	Fort +12, Ref +14, Will +10
Abilities:	Str 12, Dex 21, Con 12, Int 10, Wis 13, Cha 13	Str 14, Dex 21, Con 12, Int 10, Wis 13, Cha 13	Str 22, Dex 21, Con 16, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Escape Artist +11, Knowledge (the planes) +6, Listen +7, Move Silently +11, Search +6, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks, +9 Plane of Air), Use Rope +5 (+7 with	Diplomacy +3, Escape Artist +15, Knowledge (the planes) +10, Listen +11, Move Silently +15, Search +10, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks, +13 Plane of Air), Use Rope +5 (+7 with	Diplomacy +3, Escape Artist +23, Knowledge (the planes) +18, Listen +21, Move Silently +23, Search +18, Sense Motive +19, Spot +21, Survival +19 (+21 following tracks, +21 Plane of Air), Use Rope +5 (+7 involving

	bindings)	bindings)	bindings)
Feats:	Dodge, Weapon Finesse	Dodge, Flyby Attack, Weapon Finesse	Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse, Weapon Focus (bite) ^B
Environment	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary or clutch (2–4)	Solitary or clutch (2–4)	Solitary or clutch (2–4)
Challenge Rating:	3	5	8
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4–6 HD (Small)	8–14 HD (Medium)	16–24 HD (Large); 25–32 HD (Gargantuan)

Level

—

—

—

Adjustment:

An arrowhawk is a predator and scavenger from the Elemental Plane of Air. By twisting its body and varying the cadence of its wingbeats, an arrowhawk can fly at top speed in any direction. A juvenile arrowhawk (1 to 10 years old) is about 5 feet long from beak to tail, with the body accounting for about one-third of that length. Its wingspan is about 7 feet, and it weighs about 20 pounds. An adult (11 to 40 years old) is about 10 feet long from beak to tail, with a wingspan of about 15 feet and a weight of about 100 pounds. An elder arrowhawk (41 to 75 years old) is about 20 feet long with a wingspan of 30 feet and a weight of about 800 pounds.

Arrowhawks speak Auran, but they are not usually talkative creatures.

COMBAT

Arrowhawks are extremely territorial and always hungry. They attack almost any other creature they meet, seeking a meal or trying to drive away a rival. The primary mode of attack is an electricity ray, fired from the tail. The creature also bites, but it prefers to stay out of reach.

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

ASSASSIN VINE

Large Plant

Hit Dice:	4d8+12 (30 hp)
Initiative:	+0
Speed:	5 ft. (1 square)
Armor Class:	15 (−1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+3/+12
Attack:	Slam +7 melee (1d6+7)
Full Attack:	Slam +7 melee (1d6+7)
Space/Reach:	10 ft./10 ft. (20 ft. with vine)
Special Attacks:	Constrict 1d6+7, entangle, improved grab
Special Qualities:	Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10
Saves:	Fort +7, Ref +1, Will +2
Abilities:	Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9
Environment:	Temperate forests
Organization:	Solitary or patch (2–4)
Challenge Rating:	3
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	5–16 HD (Huge); 17–32 HD (Gargantuan); 33+ HD (Colossal)

Level Adjustment:

—

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots.

A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that

resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a heady wine. An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity. A subterranean version of the assassin vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

COMBAT

An assassin vine uses simple tactics:

It lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stoncunning to notice the subterranean version.

ATHACH

Huge Aberration

Hit Dice:	14d8+70 (133 hp)
Initiative:	+1
Speed:	35 ft. in hide armor (7 squares); base speed 50 ft.
Armor Class:	20 (-2 size, +1 Dex, +3 hide armor, +8 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+10/+26 Attack:Morningstar +16 melee (3d6+8) or rock +9 ranged (2d6+8)
Full Attack:	Morningstar +12/+7 melee (3d6+8), and 2 morningstars +12 melee (3d6+4), and bite +12 melee (2d8+4 plus poison); or rock +5 ranged (2d6+8), and 2 rocks +5 ranged (2d6+4)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +9, Ref +5, Will +10
Abilities:	Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 6
Skills:	Climb +9, Jump +18, Listen +7, Spot +7
Feats:	Alertness, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, gang (2–4), or tribe (7–12)
Challenge Rating:	8
Treasure:	1/2 coins; double goods; standard items
Alignment:	Often chaotic evil
Advancement:	15–28 HD (Huge)
Level Adjustment:	+5

The athach is a hulking, misshapen biped. An adult stands some 18 feet tall and weighs about 4,500 pounds. Athachs speak a crude dialect of Giant.

COMBAT

Athachs charge into melee combat unless their opponents are out of reach, in which case they throw rocks. They sometimes

try to overrun armored opponents to reach unarmored opponents in back ranks. With its first few melee attacks, an avoral tends to flail about indiscriminately. After a few rounds, it concentrates on foes that have been hitting it most often and uses its bite on whoever has dealt it the most damage.

Poison (Ex): Injury, Fortitude DC 22, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

AVORAL

Medium Outsider (Extraplanar, Good)

Hit Dice:	7d8+35 (66 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	24 (+6 Dex, +8 natural), touch 16, flat-footed 18
Base Attack/Grappler:	+7/+9
Attack:	Claw +13 melee (2d6+2) or wing +13 melee (2d8+2)
Full Attack:	2 claws +13 melee (2d6+2) or 2 wings +13 melee (2d8+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, fear aura
Special Qualities:	Damage reduction 10/evil or silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10, speak with animals, spell resistance 25, true seeing
Saves:	Fort +10 (+14 against poison), Ref +11, Will +8
Abilities:	Str 15, Dex 23, Con 20, Int 15, Wis 16, Cha 16
Skills:	Bluff +13, Concentration +15, Diplomacy +7, Disguise +3 (+5 acting), Handle Animal +13, Hide +16, Intimidate +5, Knowledge (any one) +12, Listen +13, Move Silently +16, Ride +8, Sense Motive +13, Spellcraft +12, Spot +21
Feats:	Empower Spell-Like Ability (<i>magic missile</i>), Flyby Attack, Weapon Finesse
Environment:	A good-aligned plane.
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	9
Treasure:	No coins; double goods; standard items
Alignment:	Always neutral good
Advancement:	8–14 HD (Medium); 15–21 HD (Large)
Level Adjustment:	—

An avoral's bones are strong but hollow, so even the largest specimens weigh no more than 120 pounds. An avoral is about 7 feet tall. Each of an avoral's wings has a small hand at the midpoint. When the wings are folded, these appendages are about where human hands would be and can do nearly anything hands can do.

An avoral's visual acuity is virtually unmatched: It can see detail on objects up to 10 miles away and is said to be able to discern the color of a creature's eyes at 200 paces.

Avorals speak Celestial, Infernal, and Draconic, but can speak with almost any creature, thanks to their *tongues* ability.

COMBAT

On the ground, an avoral can lash out with its wings to deliver punishing blows. However, it prefers to meet its foes in the air, where it can employ its talons and make full use of its aerial speed and agility. It can't make wing attacks while flying, however.

An avoral's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid*, *blur* (self only), *command* (DC 14), *detect magic*, *dimension door*, *dispel magic*, *gust of wind* (DC 15), *hold person* (DC 16), *light*, *magic circle against evil* (self only), *magic missile*, *see invisibility*; 3/day—*lightning bolt* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Fear Aura (Su): Once per day an avoral can create an aura of fear in a 20-foot radius. It is otherwise identical with *fear* from an 8th-level caster (save DC 17). The save DC is Charisma-based.

Lay on Hands (Su): As the paladin class feature, except that each day, an avoral can heal an amount of damage equal to its full normal hit points.

Speak with Animals (Su): This ability works like *speak with animals* (caster level 8th) but is a free action and does not require sound.

True Seeing (Su): This ability is identical with *true seeing* (caster level 14th), except that it has personal range and the avoral must concentrate for 1 full round before it takes effect. Thereafter the ability remains in effect as long as the avoral concentrates on it.

Skills: An avoral's sharp eyes give it a +8 racial bonus on Spot checks.

AZER

Medium Outsider (Extraplanar, Fire)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	20 ft. in scale mail (4 squares); base speed 30 ft.
Armor Class:	23 (+1 Dex, +6 natural, +4 scale mail, +2 heavy shield), touch 11, flat-footed 22
Base Attack/Grapple:	+2/+3
Attack:	Warhammer +3 melee (1d8+1/x3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
Full Attack:	Warhammer +3 melee (1d8+1/x3 plus 1 fire) or shortspear +3 ranged (1d6+1 plus 1 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Heat
Special Qualities:	Darkvision 60 ft., immunity to fire, spell resistance 13, vulnerability to cold
Saves:	Fort +4, Ref +4, Will +4
Abilities:	Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9
Skills:	Appraise +6, Climb +0, Craft (any two) +6, Hide +0, Jump -6, Listen +6, Search +6, Spot +6
Feats:	Power Attack
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, team (3–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or clan (30–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	2
Treasure:	Standard coins; double goods (nonflammables only); standard items (nonflammables only)
Alignment:	Always lawful neutral
Advancement:	By character class
Level Adjustment:	+4

Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

COMBAT

Azers use broad-headed spears or well-crafted hammers in combat. When unarmed, they attempt to grapple foes. Although unfriendly and taciturn, azers rarely provoke a fight except to relieve a foe of gems, which they love. If threatened, they fight to the death, but they see the value of taking prisoners themselves.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

AZERS AS CHARACTERS

Azer characters possess the following racial traits.

— +2 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, -2 Charisma.

— Medium size.

— An azer's base land speed is 30 feet.

— Darkvision: Azers can see in the dark up to 60 feet.

— Racial Hit Dice: An azer begins with two levels of outsider, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.

— Racial Skills: An azer's outsider levels give it skill points equal to $5 \times (8 + \text{Int modifier})$. Its class skills are Appraise,

Climb, Craft, Hide, Jump, Listen, Search, and Spot.

—Racial Feats: An azer's outsider levels give it one feat.

— +6 natural armor bonus.

—Special Attacks (see above): Heat.

—Special Qualities (see above): Immunity to fire, spell resistance equal to 13 + class levels, vulnerability to cold.

—Automatic Languages: Common, Ignan. Bonus Languages: Abyssal, Aquan, Auran, Celestial, Infernal, Terran.

—Favored Class: Fighter.

—Level adjustment +4.

MONSTERS (B-C)

BARGHEST

Barghest		Greater Barghest
	Medium Outsider (Evil, Extraplanar, Lawful, Shapechanger)	Large Outsider (Evil, Extraplanar, Lawful, Shapechanger)
Hit Dice:	6d8+6 (33 hp)	9d8+27 (67 hp)
Initiative:	+6	+6
Speed:	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base	+6/+9	+9/+18
Attack/Grapple:		
Attack:	Bite +9 melee (1d6+3))	Bite +13 melee (1d8+5)
Full Attack:	Bite +9 melee (1d6+3) and 2 claws +4 melee (1d4+1)	Bite +13 melee (1d8+5) and 2 claws +8 melee (1d6+2)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Spell-like abilities, feed	Spell-like abilities, feed
Special Qualities:	Change shape, damage reduction 5/magic, darkvision 60 ft., scent	Change shape, damage reduction 10/magic, darkvision 60 ft., scent
Saves:	Fort +6, Ref +7, Will +7	Fort +9, Ref +8, Will +10
Abilities:	Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14	Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18
Skills:	Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks)	Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16 Survival +16 (+18 following tracks), Tumble +16
Feats:	Combat Reflexes, Improved Initiative, Track	Combat Casting, Combat Reflexes, Improved Initiative, Track
Environment	An evil-aligned plane	An evil-aligned plane
Organization:	Solitary or pack (3–6)	Solitary or pack (3–6)
Challenge Rating:	4	5
Treasure:	Double standard	Double standard
Alignment:	Always lawful evil	Always lawful evil
Advancement:	Special (see below)	Special (see below)
Level	—	—
Adjustment:		

A barghest is a lupine fiend that can take the shape of a wolf or a goblin. In its natural form, it resembles a goblin–wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluishred and eventually becomes blue altogether.

A full-grown barghest is about 6 feet long and weighs 180 pounds. A barghest's eyes glow orange when the creature becomes excited.

Borghests speak Goblin, Worg, and Infernal.

COMBAT

Borghests can claw and bite, no matter what their form, and usually disdain weapons. Though they love killing, they have little stomach for direct combat and attack from ambush whenever possible. Barghests start a combat by using *crushing despair* and *charm monster* to keep opponents off balance. They try to stay away from the enemy's main strength.

A barghest's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*. Caster level equals the barghest's HD.

The save DCs are Charisma-based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a

full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

Skills: *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

GREATER BARGHEST

A barghest that reaches 9 Hit Dice through feeding becomes a greater barghest. These creatures can change shape into a goblinlike creature of Large size (about 8 feet tall and 400 pounds) or a dire wolf. In goblin form, a greater barghest cannot use its natural weapons but can wield weapons and wear armor. In dire wolf form, a greater barghest loses its claw attacks but retains its bite attack.

A greater barghest can reach a maximum of 18 Hit Dice through feeding.

Spell-Like Abilities: In addition to the spelllike abilities all barghests possess, a greater barghest gains the following abilities. At will—*invisibility sphere*; 1/day—*mass bull's strength*, *mass enlarge*. Caster level equals the greater barghest's HD.

COMBAT

Occasionally, a greater barghest uses a magic two-handed weapon in combat instead of its claws, giving it multiple attacks (attack bonus +13/+8). It can also make one bite attack (attack bonus +8) each round. The save DC against a greater barghest's spell-like abilities is 14 + spell level.

BASILISK

Basilisk		Abyssal Greater Basilisk
Medium Magical Beast		Large Outsider (Augmented Magical Beast, Extraplanar)
Hit Dice:	6d10+12 (45 hp)	18d10+90 (189 hp)
Initiative:	-1	-1
Speed:	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	16 (-1 Dex, +7 natural), touch 9, flat-footed 16	17 (-1 Dex, -1 size, +9 natural) touch 8, flat-footed 17
Base Attack/Grapple:	+6/+8	+18/+29
Attack:	Bite +8 melee (1d8+3)	Bite +25 melee (2d8+10)
Full Attack:	Bite +8 melee (1d8+3)	Bite +25 melee (2d8+10)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Petrifying gaze	Petrifying gaze, smite good
Special Qualities:	Darkvision 60 ft., low-light vision	Resistance to cold 10 and fire 10, damage reduction 10/magic, darkvision 60 ft., low-light vision, spell resistance 23
Saves:	Fort +9, Ref +4, Will +3	Fort +18, Ref +12, Will +8
Abilities:	Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11	Str 24, Dex 8, Con 21, Int 3, Wis 10, Cha 15
Skills:	Hide +0*, Listen +7, Spot +7	Hide +0*, Listen +10, Spot +10
Feats:	Alertness, Blind-Fight, Great Fortitude	Alertness, Blind-Fight, Great Fortitude, Iron Will, Improved Natural Attack (bite), Lightning Reflexes, Weapon Focus (bite)
Environment:	Warm deserts	A chaotic evil plane
Organization:	Solitary or colony (3–6)	Solitary or colony (3–6)
Challenge	5	12

Rating:		
Treasure:	None	Standard
Alignment:	Always neutral	Always chaotic evil
Advancement:	7–10 HD (Medium); 11–18 HD (Large)	—
Level	—	—

Adjustment:

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.

COMBAT

A basilisk relies on its gaze attack, biting only when opponents come within reach. Though it has eight legs, its slow metabolism renders it relatively sluggish, so it does not expend energy unnecessarily. Intruders who flee a basilisk rather than fight can expect, at best, a halfhearted pursuit. These creatures tend to spend most of their time lying in wait for prey, which includes small mammals, birds, reptiles, and similar creatures.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude DC 13 negates. The save DC is Charisma-based.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

ABYSSAL GREATER BASILISK

COMBAT

The save DC for the abyssal greater basilisk's petrifying gaze (DC 21) is adjusted for its greater Hit Dice and higher Charisma score.

An abyssal greater basilisk's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Smite Good (Su): Once per day an abyssal greater basilisk can make a normal melee attack to deal an extra 18 points of damage against a good foe.

BEHIR

Huge Magical Beast

Hit Dice:	9d10+45 (94 hp)
Initiative:	+1
Speed:	40 ft. (8 squares), climb 15 ft.
Armor Class:	20 (–2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+9/+25
Attack:	Bite +15 melee (2d4+12)
Full Attack:	Bite +15 melee (2d4+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole
Special Qualities:	Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent
Saves:	Fort +11, Ref +7, Will +5
Abilities:	Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12
Skills:	Climb +16, Hide +5, Listen +4, Spot +4, Survival +2
Feats:	Alertness, Cleave, Power Attack, Track
Environment:	Warm hills
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	Standard
Alignment:	Often neutral
Advancement:	10–13 HD (Huge); 14–27 HD (Gargantuan)
Level Adjustment:	—

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long and weighs about 4,000 pounds. It can fold its limbs close to its long, narrow body and slither in snake fashion if it desires. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous but are actually used for preening the creature's scales, not for fighting.

Behirs speak Common.

COMBAT

A behir usually bites and grabs its prey first, then either swallows or constricts the opponent. It can employ its claws only against foes caught in its coils. If beset by a large number of foes, it uses its breath weapon.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +15 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check.

A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: Behirs have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

BELKER

Large Elemental (Air, Extraplanar)

Hit Dice:	7d8+7 (38 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class:	22 (-1 size, +5 Dex, +8 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+5/+11
Attack:	Wing +9 melee (1d6+2)
Full Attack:	2 wings +9 melee (1d6+2) and bite +4 melee (1d4+1) and 2 claws +4 melee (1d3+1)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Smoke claws
Special Qualities:	Darkvision 60 ft., elemental traits, smoke form
Saves:	Fort +3, Ref +10, Will +2
Abilities:	Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11
Skills:	Listen +7, Move Silently +9, Spot +7
Feats:	Alertness, Multiattack, Weapon Finesse
Environment:	Elemental Plane of Air
Organization:	Solitary, pair, or clutch (3–4)
Challenge Rating:	6
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

Belkers are creatures from the Plane of Air. They are composed primarily of smoke. Although undeniably evil, they are very reclusive and usually have no interest in the affairs of others. A belker's winged shape makes it look distinctly demonic. It is about 7 feet long and weighs about 8 pounds.

Belkers speak Auran.

COMBAT

In most cases, a belker fights with its nasty claws and painful bite.

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14

Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a *gaseous form* spell (caster level 7th).

Skills: Belkers have a +4 racial bonus on Move Silently checks.

BLINK DOG

Medium Magical Beast

Hit Dice:	4d10 (22 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+4/+4
Attack:	Bite +4 melee (1d6)
Full Attack:	Bite +4 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Blink, darkvision 60 ft., dimension door, low-light vision, scent
Saves:	Fort +4, Ref +7, Will +4
Abilities:	Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11
Skills:	Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4
Feats:	Iron Will, Run, Track ^B
Environment:	Temperate plains
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful good
Advancement:	5–7 HD (Medium); 8–12 HD (Large)
Level Adjustment:	+2 (cohort)

The blink dog is an intelligent canine that has a limited teleportation ability.

Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information.

COMBAT

Blink dogs hunt in packs, teleporting in a seemingly random fashion until they surround their prey, allowing some of them to take advantage of flanking.

Blink (Su): A blink dog can use *blink* as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as *dimension door* (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

BODAK

Medium Undead (Extraplanar)

Hit Dice:	9d12 (58 hp)
Initiative:	+6
Speed:	20 ft. (4 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+4/+5
Attack:	Slam +6 melee (1d8+1)
Full Attack:	Slam +6 melee (1d8+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Death gaze
Special Qualities:	Damage reduction 10/cold iron, darkvision 60 ft.,

	immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight
Saves:	Fort +3, Ref +5, Will +7
Abilities:	Str 13, Dex 15, Con —, Int 6, Wis 12, Cha 12
Skills:	Listen +11, Move Silently +10, Spot +11
Feats:	Alertness, Dodge, Improved Initiative, Weapon Focus (slam)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (2–4)
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	10–13 HD (Medium); 14–27 HD (Large)
Level Adjustment:	—

Bodaks are the undead remnants of humanoids who have been destroyed by the touch of absolute evil.

A bodak retains fleeting memories of its past life and can speak Common (or some other humanoid language).

COMBAT

Death Gaze (Su): Death, range 30 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

BRALANI

Medium Outsider (Chaotic, Extraplanar, Good)

Hit Dice:	6d8+18 (45 hp)
Initiative:	+8
Speed:	40 ft. (8 squares), fly 100 ft. (perfect)
Armor Class:	20 (+4 Dex, +6 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+6/+10
Attack:	+1 <i>holy scimitar</i> +11 melee (1d6+4/18–20) or +1 <i>holy composite longbow</i> (+4 Str bonus) +11 ranged (1d8+5/x3) or slam +10 melee (1d6+4)
Full Attack:	+1 <i>holy scimitar</i> +11/+6 melee (1d6+4/18–20) or +1 <i>holy composite longbow</i> (+4 Str bonus) +11/+6 ranged (1d8+5/x3) or slam +10 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, whirlwind blast
Special Qualities:	Alternate form, damage reduction 10/cold iron or evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, tongues
Saves:	Fort +8, Ref +9, Will +7
Abilities:	Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 14
Skills:	Concentration +12, Diplomacy +4, Escape Artist +13, Handle Animal +11, Hide +13, Jump +10, Listen +13, Move Silently +13, Ride +6, Sense Motive +11, Spot +13, Tumble +13, Use Rope +4 (+6 with bindings)
Feats:	Alertness, Blind-Fight, Improved Initiative
Environment:	A chaotic good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	6
Treasure:	No coins; double goods; standard items
Alignment:	Always chaotic good
Advancement:	7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment:	+5

In addition to their natural form, bralanis can assume the shape of a whirlwind or zephyr of dust, snow, or sand. Bralanis speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their *tongues* ability.

Combat

Bralanis prefer the scimitar and bow, the weapons of the desert nomads they most closely resemble.

A bralani's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*; 2/day—*lightning bolt* (DC 15), *cure serious wounds* (DC 15). Caster level 6th. The save DCs are Charisma-based.

Whirlwind Blast (Su): When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 16 half). The save DC is Constitution-based.

Alternate Form (Su): A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Tongues (Su): Bralanis can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

BUGBEAR

Medium Humanoid (Goblinoid)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	17 (+1 Dex, +3 natural, +2 leather armor, +1 light wooden shield), touch 11, flat-footed 16
Base Attack/Grapple:	+2/+4
Attack:	Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)
Full Attack:	Morningstar +5 melee (1d8+2) or javelin +3 ranged (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9
Skills:	Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4
Feats:	Alertness, Weapon Focus (morningstar)
Environment:	Temperate mountains
Organization:	Solitary, gang (2–4), or band (11–20 plus 150% noncombatants plus 2 2nd-level sergeants and 1 leader of 2nd–5th level)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

Bugbears speak Goblin and Common.

COMBAT

Bugbears prefer to ambush opponents whenever possible. When hunting, they normally send scouts ahead of the main group that, if they spy prey, return to report and bring up reinforcements.

Bugbear attacks are coordinated, and their tactics are sound if not brilliant.

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

BUGBEARS AS CHARACTERS

Bugbear characters possess the following racial traits.

— +4 Strength, +2 Dexterity, +2 Constitution, –2 Charisma.

— Medium size.

— A bugbear's base land speed is 30 feet.

— Darkvision out to 60 feet.

- Racial Hit Dice: A bugbear begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +3, and Will +1.
- Racial Skills: A bugbear's humanoid levels give it skill points equal to $6 \times (2 + \text{Int modifier})$. Its class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.
- Racial Feats: A bugbear's humanoid levels give it two feats.
- +3 natural armor bonus.
- +4 racial bonus on Move Silently checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.
- Favored Class: Rogue.
- Level adjustment +1.

BULETTE

Huge Magical Beast

Hit Dice:	9d10+45 (94 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), burrow 10 ft.
Armor Class:	22 (-2 size, +2 Dex, +12 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+9/+25
Attack:	Bite +16 melee (2d8+8)
Full Attack:	Bite +16 melee (2d8+8) and 2 claws +10 melee (2d6+4)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Leap
Special Qualities:	Darkvision 60 ft., lowlight vision, scent, tremorsense 60 ft.
Saves:	Fort +11, Ref +8, Will +6
Abilities:	Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6
Skills:	Jump +18, Listen +9, Spot +3
Feats:	Alertness, Iron Will, Track, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10–16 HD (Huge); 17–27 HD (Gargantuan)

Level Adjustment:

Also known as the landshark, the bulette is a terrifying predator that lives only to eat.

COMBAT

A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing underground, a landshark relies on its tremorsense ability to detect prey.

When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

CELESTIAL CREATURE

Celestial creatures dwell on the upper planes, the realms of good, although they resemble beings found on the Material Plane. They are more regal and more beautiful than their earthly counterparts.

Celestial creatures often come in metallic colors (usually silver, gold, or platinum). They can be mistaken for half-celestials, more powerful creatures that are created when a celestial mates with a non-celestial creature.

CREATING A CELESTIAL CREATURE

“Celestial” is an inherited template that can be added to any corporeal animal, aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin of good or neutral alignment (referred to hereafter as the base creature).

A celestial creature uses all the base creature’s statistics and abilities except as noted here. Do not recalculate the creature’s Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Celestial creatures encountered on the Material Plane have the extraplanar subtype.

Special Attacks: A celestial creature retains all the special attacks of the base creature and also gains the following attack.

Smite Evil (Su): Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Special Qualities: A celestial creature retains all the special qualities of the base creature and also gains the following qualities.

—Darkvision out to 60 feet.

—Damage reduction (see the table below).

—Resistance to acid, cold, and electricity (see the table below).

—Spell resistance equal to HD + 5 (maximum 25).

Hit Dice	Resistance to Acid, Cold, Electricity	Damage Reduction
1–3	5	—
4–7	5	5/magic
8–11	10	5/magic
12 or more	10	10/magic

If the base creature already has one or more of these special qualities, use the better value.

If a celestial creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any good-aligned plane.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Always good (any).

Level Adjustment: Same as the base creature +2.

CENTAUR

Large Monstrous Humanoid

Hit Dice:	4d8+8 (26 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (−1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Longsword +7 melee (2d6+6/19–20) or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3)
Full Attack:	Longsword +7 melee (2d6+6/19–20) and 2 hooves +3 melee (1d6+2); or composite longbow (+4 Str bonus) +5 ranged (2d6+4/x3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +6, Will +5
Abilities:	Str 18, Dex 14, Con 15, Int 8, Wis 13, Cha 11
Skills:	Listen +3, Move Silently +4, Spot +3, Survival +2
Feats:	Dodge, Weapon Focus (hoof)
Environment:	Temperate forests
Organization:	Solitary, company (5–8), troop (8–18 plus 1 leader of 2nd–5th level), or tribe (20–150 plus 30% noncombatants plus 10 3rd-level sergeants, 5 5th-level lieutenants, and 1 leader of 5th–9th level)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	By character class
Level Adjustment:	+2

A centaur is as big as a heavy horse, but much taller and slightly heavier. A centaur is about 7 feet tall and weighs about 2,100

pounds.

Centaurs speak Sylvan and Elven.

COMBAT

A centaur employing a lance deals double damage when it charges, just as a rider on a mount does.

CENTAURS AS CHARACTERS

A centaur druid is usually a tribe's designated leader and speaker. Centaur characters possess the following racial traits.

— +8 Strength, +4 Dexterity, +4 Constitution, -2 Intelligence, +2 Wisdom.

— Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 feet/5 feet.

— A centaur's base land speed is 50 feet.

— Darkvision out to 60 feet.

— Racial Hit Dice: A centaur begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

— Racial Skills: A centaur's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier})$. Its class skills are Listen, Move Silently, Spot, and Survival.

— Racial Feats: A centaur's monstrous humanoid levels give it two feats.

— +3 natural armor bonus.

— Automatic Languages: Sylvan, Elven. Bonus Languages: Common, Gnome, Halfling.

— Favored Class: Ranger.

— Level adjustment +2.

CHAOS BEAST

Medium Outsider (Chaotic, Extraplanar)

Hit Dice:	8d8+8 (44 hp)
Initiative:	+5
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+8/+10
Attack:	Claw +10 melee (1d3+2 plus corporeal instability)
Full Attack:	2 claws +10 melee (1d3+2 plus corporeal instability)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Corporeal instability
Special Qualities:	Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15
Saves:	Fort +7, Ref +7, Will +6
Abilities:	Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10
Skills:	Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative, Mobility
Environment:	Ever-Changing Chaos of Limbo
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	9–12 HD (Medium); 13–24 HD (Large)
Level Adjustment:	—

The horrific creatures known as chaos beasts have mutable, ever-changing forms. A chaos beast's dimensions vary, but it always weighs about 200 pounds.

Chaos beasts do not speak.

COMBAT

For all its fearsome appearances, whether it has claws, fangs, pincers, tentacles, or spines, a chaos beast does little physical

harm. Regardless of form, the creature seems unable to manage more than two attacks per round. Its continual transmutations prevent the coordination needed to do more.

A chaos beast's claw attacks, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (−4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

CHIMERA

Large Magical Beast

Hit Dice:	9d10+27 (76 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 50 ft. (poor)
Armor Class:	19 (−1 size, +1 Dex, +9 natural), touch 10, flat-footed 18
Base Attack/Grapple:	+9/+17
Attack:	Bite +12 melee (2d6+4)
Full Attack:	Bite +12 melee (2d6+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Breath weapon
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +9, Ref +7, Will +6
Abilities:	Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10
Skills:	Hide +1*, Listen +9, Spot +9
Feats:	Alertness, Hover, Iron Will, Multiattack
Environment:	Temperate hills
Organization:	Solitary, pride (3–5), or flight (6–13)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	+2 (cohort)

A chimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds. A chimera's dragon head might be black, blue, green, red, or white.

Chimeras can speak Draconic but seldom bother to do so, except when toadying to more powerful creatures.

COMBAT

The chimera prefers to surprise prey. It often swoops down from the sky or lies concealed until it charges. The dragon head can loose a breath weapon instead of biting. Several chimeras attack in concert.

Breath Weapon (Su): A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a

DC 17 Reflex save for half damage. The save DC is Constitution-based.

To determine a chimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

1d10	Head Color	Breath Weapon
1–2	Black	40-foot line of acid
3–4	Blue	40-foot line of lightning
5–6	Green	20-foot cone of gas (acid)
7–8	Red	20-foot cone of fire
9–10	White	20-foot cone of cold

Skills: A chimera's three heads give it a +2 racial bonus on Spot and Listen checks.

*In areas of scrubland or brush, a chimera gains a +4 racial bonus on Hide checks.

Carrying Capacity: A light load for a chimera is up to 348 pounds; a medium load, 349–699 pounds, and a heavy load, 700–1,050 pounds.

CHOKER

Small Aberration

Hit Dice:	3d8+3 (16 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), climb 10 ft.
Armor Class:	17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+2/+5
Attack:	Tentacle +6 melee (1d3+3)
Full Attack:	2 tentacles +6 melee (1d3+3)
Space/Reach:	5 ft./10 ft.
Special Attacks:	Improved grab, constrict 1d3+3
Special Qualities:	Darkvision 60 ft., quickness
Saves:	Fort +2, Ref +5, Will +4
Abilities:	Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7
Skills:	Climb +13, Hide +10, Move Silently +6
Feats:	Improved Initiative ^B , Lightning Reflexes, Stealthy
Environment:	Underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	4–6 HD (Small); 7–12 HD (Medium)

Level Adjustment:

—

These vicious little predators lurk underground, grabbing whatever prey happens by. Its hands and feet have spiny pads that help the choker grip almost any surface. The creature weighs about 35 pounds.

Chokers speak Undercommon.

COMBAT

A choker likes to perch near the ceiling, often at intersections, archways, wells, or staircases, and reach down to attack its prey. A choker attacks creatures of almost any size, but prefers lone prey of its size or larger. If one is very hungry, it may attack a group, but it waits to grab the last creature in line.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Quickness (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills: A chokers has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

CHUUL

Large Aberration (Aquatic)

Hit Dice:	11d8+44 (93 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), swim 20 ft.
Armor Class:	22 (-1 size, +3 Dex, +10 natural), touch 12, flat-footed 19
Base Attack/Grapple:	+8/+17
Attack:	Claw +12 melee (2d6+5)
Full Attack:	2 claws +12 melee (2d6+5)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 3d6+5, improved grab, paralytic tentacles
Special Qualities:	Amphibious, darkvision 60 ft., immunity to poison
Saves:	Fort +7, Ref +6, Will +9
Abilities:	Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5
Skills:	Hide +13, Listen +11, Spot +11, Swim +13
Feats:	Alertness, Blind-Fight, Combat Reflexes, Improved Initiative
Environment:	Temperate marshes
Organization:	Solitary, pair, or pack (3–5)
Challenge Rating:	7
Treasure:	1/10th coins; 50% goods; standard items
Alignment:	Usually chaotic evil
Advancement:	12–16 HD (Large); 17–33 HD (Huge)
Level Adjustment:	—

A horrible mix of crustacean, insect, and serpent, the chuul is an abomination that lurks submerged or partially submerged, awaiting intelligent prey to devour. Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in very shallow water when they attack. A chuul is about 8 feet long and weighs 650 pounds.

Chuuls speak Common (or Undercommon, for the underground variety).

COMBAT

A chuul prefers to wait by the shore, submerged in murky water, until it hears nearby prey (in or out of the water) that it can attack with surprise. A chuul grabs with its claws and constricts its foe, then passes the opponent to its paralytic tentacles. It tries to always have one claw free, so if it faces a large number of opponents, it drops a paralyzed or dead victim and continues attempting to grab, constrict, and paralyze the rest.

Constrict (Ex): On a successful grapple check, a chuul deals 3d6+5 points of damage.

Improved Grab (Ex): To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

Amphibious (Ex): Although chuuls are aquatic, they can survive indefinitely on land.

Skills: A chuul has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CLOAKER

Large Aberration

Hit Dice:	6d8+18 (45 hp)
Initiative:	+7
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+4/+13
Attack:	Tail slap +8 melee (1d6+5)
Full Attack:	Tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2)

Space/Reach:	10 ft./10 ft. (5 ft. with bite)
Special Attacks:	Moan, engulf
Special Qualities:	Darkvision 60 ft., shadow shift
Saves:	Fort +5, Ref +5, Will +7
Abilities:	Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15
Skills:	Hide +8, Listen +13, Move Silently +12, Spot +13
Feats:	Alertness, Combat Reflexes, Improved Initiative
Environment:	Underground
Organization:	Solitary, mob (3–6), or flock (7–12)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	—

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent. A cloaker has a wingspan of about 8 feet. It weighs about 100 pounds.

Cloakers speak Undercommon.

COMBAT

Cloakers usually lie still, watching and listening for prey. If facing a single opponent, a cloaker uses its engulf attack. Against multiple foes, it lashes with its tail in concert with its moan and shadow shift abilities to reduce the opposition's numbers, then engulfs a survivor. Multiple cloakers usually split up, leaving one or two behind to use special abilities while the rest make melee attacks.

Moan (Ex): A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mindaffecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-foot spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a DC 15 Fortitude save or be overcome by nausea and weakness.

Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed on a DC 15 Fortitude save or be affected as though by a *hold monster* spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex): A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su): A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a *mirror image* spell (caster level 6th).

Silent Image: This effect duplicates a *silent image* spell (DC 15, caster level 6th). The save DC is Charisma-based.

COCKATRICE

Small Magical Beast

Hit Dice:	5d10 (27 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 60 ft. (poor)
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+5/-1
Attack:	Bite +9 melee (1d4–2 plus petrification)
Full Attack:	Bite +9 melee (1d4–2 plus petrification)
Space/Reach:	5 ft./5 ft.

Special Attacks:	Petrification
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +4, Ref +7, Will +2
Abilities:	Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9
Skills:	Listen +7, Spot +7
Feats:	Alertness, Dodge, Weapon Finesse ^B
Environment:	Temperate plains
Organization:	Solitary, pair, flight (3–5), or flock (6–13)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Small); 9–15 HD (Medium)
Level Adjustment:	—

A male cockatrice has wattles and a comb, just like a rooster. Females, much rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds.

COMBAT

A cockatrice fiercely attacks anything that it deems a threat to itself or its lair. Flocks of cockatrices do their utmost to overwhelm and confuse their foes, and sometimes fly directly into their opponents' faces.

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 12 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

COUATL

	Large Outsider (Native)
Hit Dice:	9d8+18 (58 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	21 (–1 size, +3 Dex, +9 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+9/+17
Attack:	Bite +12 melee (1d3+6 plus poison)
Full Attack:	Bite +12 melee (1d3+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Constrict 2d8+6, improved grab, poison, psionics, spells
Special Qualities:	Darkvision 60 ft., ethereal jaunt, telepathy 90 ft.
Saves:	Fort +8, Ref +9, Will +10
Abilities:	Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17
Skills:	Concentration +14, Diplomacy +17, Jump +0, Knowledge (any two) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls)
Feats:	Dodge, Empower Spell, Eschew Materials ^B , Hover, Improved Initiative
Environment:	Warm forests
Organization:	Solitary, pair, or flight (3–6)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always lawful good
Advancement:	10–13 HD (Large); 14–27 HD (Huge)
Level Adjustment:	+7

A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds. Couatls speak Celestial, Common, and Draconic, and also have the power of telepathy (see below).

COMBAT

A couatl uses its *detect thoughts* ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle.

Constrict (Ex): A couatl deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a couatl must hit a creature of up to two size categories larger with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 16, initial damage 2d4 Str, secondary damage 4d4 Str.

The save DC is Constitution-based.

Psionics (Sp): At will—*detect chaos, detect evil, detect good, detect law, detect thoughts* (DC 15), *invisibility, plane shift* (DC 20), *polymorph* (self only). Effective caster level 9th. The save DCs are Charisma-based.

Spells: A couatl casts spells as a 9th-level sorcerer.

It can choose its spells known from the sorcerer list, the cleric list, and from the lists for the Air, Good, and Law domains. The cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/4; save DC 13 + spell level): 0—*cure minor wounds, daze, disrupt undead, light, obscuring mist, ray of frost, read magic, resistance*; 1st—*endure elements, mage armor, protection from chaos, true strike, wind wall*; 2nd—*cure moderate wounds, eagle's splendor, scorching ray, silence*; 3rd—*gaseous form, magic circle against evil, summon monster III*; 4th—*charm monster, freedom of movement*.

Ethereal Jaunt (Su): This ability works like the *ethereal jaunt* spell (caster level 16th).

Telepathy (Su): A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes—no common language is needed.

MONSTERS (D-De)

DARKMANTLE

Small Magical Beast

Hit Dice:	1d10+1 (6 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 30 ft. (poor)
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+1/+0
Attack:	Slam +5 melee (1d4+4)
Full Attack:	Slam +5 melee (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Darkness, improved grab, constrict 1d4+4
Special Qualities:	Blindsight 90 ft.
Saves:	Fort +3, Ref +2, Will +0
Abilities:	Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10
Skills:	Hide +10, Listen +5*, Spot +5*
Feats:	Improved Initiative
Environment:	Underground
Organization:	Solitary, pair, clutch (3–9), or swarm (6–15)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Small)

Level Adjustment:

—

The darkmantle hangs from a ceiling by a muscular “foot” at the top of its body. It can look like a stalactite, by holding its tentacles stiffly under itself, or like a lump of rock, spreading its tentacles so the membrane between them covers its body. Its shell and skin usually resemble limestone, but a darkmantle can change its color to match almost any type of stony background.

A darkmantle is about 4 feet long from the tips of its tentacles to the top of its head. It weighs about 30 pounds.

COMBAT

A darkmantle attacks by dropping onto its prey and wrapping its tentacles around the opponent’s head. Once attached, it squeezes and tries to suffocate the foe. A darkmantle that misses its initial attack often flies up and tries to drop on the opponent again.

Darkness (Su): Once per day a darkmantle can cause darkness as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent’s head and can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex): A darkmantle can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the darkmantle.

Skills: A darkmantle has a +4 racial bonus on Listen and Spot checks.

These bonuses are lost if its blindsight is negated. The creature’s variable coloration gives it a +4 racial bonus on Hide checks.

DELVER

Huge Aberration

Hit Dice:	15d8+78 (145 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	24 (−2 size, +1 Dex, +15 natural), touch 9, flat-footed 23

Base Attack/Grapple:	+11/+27
Attack:	Slam +17 melee (1d6+8 plus 2d6 acid)
Full Attack:	2 slams +17 melee (1d6+8 plus 2d6 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Corrosive slime
Special Qualities:	Darkvision 60 ft., immunity to acid, stone shape, tremorsense 60 ft.
Saves:	Fort +12, Ref +6, Will +11
Abilities:	Str 27, Dex 13, Con 21, Int 14, Wis 14, Cha 12
Skills:	Knowledge (dungeoneering) +14, Knowledge (nature) +4, Listen +20, Move Silently +17, Spot +20, Survival +14 (+16 underground)
Feats:	Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Toughness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Usually neutral
Advancement:	16–30 HD (Huge); 31–45 HD (Gargantuan)

Level Adjustment:

A delver is about 15 feet long and 10 feet wide. It weighs about 6,000 pounds.

Delvers speak Terran and Undercommon.

COMBAT

A delver prefers to fight from its tunnel, which it uses to protect its flanks while lashing out with its flippers.

A delver expecting trouble may honeycomb an area with tunnels, leaving most closed with layers of stone 1 or 2 inches thick. The delver can quickly dissolve the stone cover and pop up to attack unexpectedly.

Corrosive Slime (Ex): A delver produces a mucuslike slime that contains a highly corrosive substance. The slime is particularly effective against stone. A delver's mere touch deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 22 Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 22 Reflex save. A creature attacking a delver with natural weapons takes damage from its slime each time an attack hits unless the creature succeeds on a DC 22 Reflex save. These save DCs are Constitution-based.

Stone Shape (Ex): A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone, as a *stone shape* spell (caster level 15th).

DEMON

Demons are a race of creatures native to chaotic evil-aligned planes. They are ferocity personified and will attack any creature just for the sheer fun of it—even other demons.

Demon Traits: Most demons possess the following traits (unless otherwise noted in a creature's entry).

—Immunity to electricity and poison.

—Resistance to acid 10, cold 10, and fire 10.

—*Summon* (Sp): Many demons share the ability to summon others of their kind (the success chance and type of demon summoned are noted in each monster description). Demons are often reluctant to use this power until in obvious peril or extreme circumstances.

—Telepathy.

Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.

BABAU

Medium Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	7d8+35 (66 hp)
Initiative:	+1

Speed:	30 ft. (6 squares)
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+7/+12
Attack:	Claw +12 melee (1d6+5)
Full Attack:	2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sneak attack +2d6, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.
Saves:	Fort +10, Ref +6, Will +6
Abilities:	Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16
Skills:	Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings)
Feats:	Cleave, Multiattack, Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (3–6)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	8–14 HD (Large); 15–21 HD (Huge)
Level Adjustment:	—

A babau is about 6 feet tall and weighs about 140 pounds.

Combat

Babaus are sneaky and sly. They attack the most powerful foe first, hoping to eliminate the true threats quickly and then toy with the rest. When ambushing their opponents, they make excellent use of the combination of multiple attacks and sneak attacks.

A babau's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

BALOR

	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	20d8+200 (290 hp)
Initiative:	+11
Speed:	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	35 (−1 size, +7 Dex, +19 natural), touch 16, flat-footed 28
Base Attack/Grapple:	+20/+36
Attack:	+1 vorpal longsword +33 melee (2d6+8/19–20)
Full Attack:	+1 vorpal longsword +31/+26/+21/+16 melee (2d6+8/19–20)

	20) and +1 <i>flaming whip</i> +30/+25 melee (1d4+4 plus 1d6 fire plus entangle); or 2 slams +31 melee (1d10+7)
Space/Reach:	10 ft./10 ft. (20 ft. with +1 <i>flaming whip</i>)
Special Attacks:	Death throes, entangle, spell-like abilities, <i>summon demon</i> , vorpal sword
Special Qualities:	Damage reduction 15/cold iron and good, darkvision 60 ft., flaming body, immunity to electricity, fire, and poison, resistance to acid 10 and cold 10, spell resistance 28, telepathy 100 ft., true seeing
Saves:	Fort +22, Ref +19, Will +19
Abilities:	Str 35, Dex 25, Con 31, Int 24, Wis 24, Cha 26
Skills:	Bluff +31, Concentration +33, Diplomacy +35, Disguise +8 (+10 acting), Hide +26, Intimidate +33, Knowledge (any two) +30, Listen +38, Move Silently +30, Search +30, Sense Motive +30, Spellcraft +30 (+32 scrolls), Spot +38, Survival +7 (+9 following tracks), Use Magic Device +31 (+33 scrolls)
Feats:	Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (<i>telekinesis</i>), Two-Weapon Fighting, Weapon Focus (longsword)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or troupe (1 balor, 1 marilith, and 2–5 hezrous)
Challenge Rating:	20
Treasure:	Standard coins; double goods; standard items, plus +1 <i>vorpal greatsword</i> and +1 <i>flaming whip</i>
Alignment:	Always chaotic evil
Advancement:	21–30 HD (Large); 31–60 HD (Huge)
Level Adjustment:	—

A balor stands about 12 feet tall. Its skin is usually dark red. It weighs about 4,500 pounds.

Combat

Balors love to join battle armed with their swords and whips. If they face stiff resistance, they may teleport away to loose a few spell-like effects at the foe.

A balor's +1 *flaming whip* is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. The weapon deals bludgeoning and slashing damage, in addition to fire damage.

A balor's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Death Throes (Ex): When killed, a balor explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 30 half). This explosion automatically destroys any weapons the balor is holding. The save DC is Constitution-based.

Entangle (Ex): A balor's +1 *flaming whip* entangles foes much like an attack with a net. The whip has 20 hit points. The whip needs no folding. If it hits, the target and the balor immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see below). The target remains anchored against the balor's body until it escapes the whip.

Spell-Like Abilities: At will—*blasphemy* (DC 25), *dominate monster* (DC 27), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *insanity* (DC 25), *power word stun*, *telekinesis* (DC 23), *unholy aura* (DC 26); 1/day—*fire storm* (DC 26), *implosion* (DC 27). Caster level 20th. The save DCs are Charisma-based.

Vorpal Sword (Su): Every balor carries a +1 *vorpal longsword* that looks like a flame or a bolt of lightning.

Summon Demon (Sp): Once per day a balor can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor. This ability is the equivalent of a 9th-level spell.

Flaming Body (Su): The body of a balor is wreathed in flame.

Anyone grappling a balor takes 6d6 points of fire damage each round.

True Seeing (Su): Balors have a continuous true seeing ability, as the spell (caster level 20th).

Skills: Balors have a +8 racial bonus on Listen and Spot checks.

Tactics Round-by-Round

The balor is most effective as a ranged combatant, using its spell-like abilities to attack from a distance.

Prior to combat: Unholy aura.

Round 1: *Fire storm* or *implosion* and quickened *telekinesis*, or summon additional demons. If the balor does not deem itself

seriously threatened, it conserves abilities usable only once per day and uses *blasphemy* instead.

Round 2: Insanity or power word stun.

Round 3: Full melee attack with weapons, including entangle with whip.

Round 4: Teleport or fly away with entangled foe to reestablish range; repeat round 1 and continue.

A balor who wants to drive off or neutralize a party without slaying its foes avoids lethal attacks.

Prior to combat: Unholy aura.

Round 1: Dominate monster.

Round 2: Power word stun.

Round 3: Insanity or telekinesis to incapacitate or repel a dangerous opponent.

Round 4: Teleport or fly away to reestablish range; repeat round 1 and continue.

BEBILITH

Huge Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	12d8+96 (150 hp)
Initiative:	+5
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	22 (-2 size, +1 Dex, +13 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+12/+29
Attack:	Bite +19 melee (2d6+9 plus poison) or web +11 ranged
Full Attack:	Bite +19 melee (2d6+9 plus poison) and 2 claws +14 melee (2d4+4); or web +11 ranged
Space/Reach:	15 ft./10 ft.
Special Attacks:	Poison, rend armor, web
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., plane shift, scent, telepathy 100 ft.
Saves:	Fort +16, Ref +9, Will +9
Abilities:	Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13
Skills:	Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks)
Feats:	Cleave, Improved Initiative, Improved Grapple, Power Attack, Track
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	13–18 HD (Huge); 19–36 HD (Gargantuan)

Level Adjustment:

—

Bebiliths are enormous, predatory, arachnid demons that hunt other demons. A bebilith has a body the size of a plow horse, with legs spanning more than 14 feet. It weighs more than two tons.

Bebiliths understand but do not speak Abyssal. Their telepathy allows them to communicate silently with one another.

COMBAT

A bebilith attacks any creature it sees. It usually picks one target and concentrates its attacks on that opponent, using its webs to isolate the target from its comrades. Should the bebilith become overwhelmed by tougher opponents, it often attempts to bite one or more of its victims and retreats, allowing its poison to do its work.

A bebilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 24, initial damage 1d6 Con, secondary damage 2d6 Con. Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air. The save DC is Constitution-based.

Rend Armor (Ex): If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 4d6+18 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex): A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 24 Escape Artist check or burst the web with a DC 24 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbing will not burn if any sort of fire is applied to it (check each round).

Plane Shift (Su): This ability affects only the bebilith. It is otherwise similar to the spell (caster level 12th).

Skills: A bebilith has mottled coloration that gives it a +8 racial bonus on Hide checks.

DRETCH

Small Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+2/-1
Attack:	Claw +4 melee (1d6+1)
Full Attack:	2 claws +4 melee (1d6+1) and bite +2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.
Saves:	Fort +5, Ref +3, Will +3
Abilities:	Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11
Skills:	Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks)
Feats:	Multiaction
Environment:	A chaotic evil-aligned plane
Organization:	Solitary, pair, gang (3–5), crowd (6–15), or mob (10–40)
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3–6 HD (Small)
Level Adjustment:	+2

A dretch is about 4 feet tall and weighs about 60 pounds.

Dretches cannot speak but can communicate telepathically.

Combat

Dretches are slow, stupid, and not very effective combatants. In one-on-one combat, they rely on their damage reduction to keep them alive. In groups, they depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of death.

A dretch's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

GLABREZU

Huge Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	12d8+120 (174 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	27 (-2 size, +19 natural) touch 8, flat-footed 27
Base Attack/Grapple:	+12/+30

Attack:	Pincers +20 melee (2d8+10)
Full Attack:	2 pincers +20 melee (2d8+10) and 2 claws +18 melee (1d6+5) and bite +18 melee (1d8+5)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Improved grab, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100 ft., true seeing
Saves:	Fort +18, Ref +8, Will +11
Abilities:	Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20
Skills:	Bluff +22, Concentration +25, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Knowledge (any two) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3 (+5 following tracks)
Feats:	Cleave, Great Cleave, Multiattack, Persuasive, Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or troupe (1 glabrezu, 1 succubus, and 2–5 vrocks)
Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	13–18 HD (Huge); 19–36 HD (Gargantuan)
Level Adjustment:	—

Like succubi, glabrezu tempt victims into ruin, but they lure their prey with power or wealth rather than passion. Glabrezu have penetrating violet eyes, and their skin color ranges from deep russet to pitch black. A glabrezu stands about 15 feet tall and weighs about 5,500 pounds.

Combat

Glabrezu prefer subterfuge to combat. However, if their attempts to entice or deceive fail, these enormous demons attack with a vengeance. They follow a *confusion* attack with melee attacks, hoping to finish off wounded foes with *chaos hammer* or *unholy blight*.

A glabrezu's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19); 1/day—*power word stun*. Caster level 14th. The save DCs are Charisma-based.

Once per month, a glabrezu can fulfill a *wish* for a mortal humanoid. The demon can use this ability to offer a mortal whatever he or she desires—but unless the *wish* is used to create pain and suffering in the world, the glabrezu demands either terrible evil acts or great sacrifice as compensation.

Summon Demon (Sp): Once per day a glabrezu can attempt to summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

True Seeing (Su): Glabrezu continuously use true seeing as the spell (caster level 14th).

Skills: Glabrezu have a +8 racial bonus on Listen and Spot checks.

HEZROU

Large Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	10d8+93 (138 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	23 (−1 size, +14 natural) touch 9, flat-footed 23
Base Attack/Grapple:	+10/+19
Attack:	Bite +14 melee (4d4+5)

Full Attack:	Bite +14 melee (4d4+5) and 2 claws +9 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, stench, improved grab, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 19, telepathy 100 ft.
Saves:	Fort +16, Ref +7, Will +9
Abilities:	Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18
Skills:	Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings)
Feats:	Blind-Fight, Cleave, Power Attack, Toughness
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or gang (2–4)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	+9

A hezrou can walk both upright and on all fours, but it always fights standing up
A hezrou is about 8 feet tall and weighs about 750 pounds.

Combat

Hezrous enjoy melee combat even more than vrocks do. They eagerly press an attack deep into the heart of enemy forces, so their stench can take effect as quickly as possible. They enter most battles by using *blasphemy*, and follow it with an occasional *chaos hammer* or *unholy blight*, depending on the alignment of their opponents.

A hezrou's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18); 3/day—*blasphemy* (DC 21), *gaseous form*. Caster level 13th. The save DCs are Charisma-based.

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

MARILITH

Large Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	16d8+144 (216 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	29 (−1 size, +4 Dex, +16 natural), touch 13, flat-footed 25
Base Attack/Grapple:	+16/+29
Attack:	Longsword +25 melee (2d6+9/19–20) or slam +24 melee (1d8+9) or tail slap +24 melee (4d6+9)
Full Attack:	Primary longsword +25/+20/+15/+10 melee (2d6+9/19–20) and 5 longswords +25 melee (2d6+4/19–20) and tail slap +22 melee (4d6+4); or 6 slams +24 melee (1d8+9) and tail slap +22 melee (4d6+4)
Space/Reach:	10 ft./10 ft.

Special Attacks:	Constrict 4d6+13, improved grab, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good and cold iron, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 25, telepathy 100 ft.
Saves:	Fort +19, Ref +14, Will +14
Abilities:	Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24
Skills:	Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search 23, Sense Motive +23, Spellcraft +23 (+25 scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (+28 scrolls)
Feats:	Combat Expertise, Combat Reflexes, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or pair
Challenge Rating:	17
Treasure:	Standard coins; double goods; standard items, plus 1d4 magic weapons
Alignment:	Always chaotic evil
Advancement:	17–20 HD (Large); 21–48 HD (Huge)
Level Adjustment:	—

A marilith usually holds a longsword in each of its six hands and wears many bangles and jewels.

A marilith stands about 9 feet tall and measures about 20 feet from head to tip of tail. It weighs about 4,000 pounds.

Combat

Though mariliths thrive on grand strategy and army-level tactics, they love physical combat and never pass up an opportunity to fight. Each of a marilith's six arms can wield a weapon, and the creature gets an additional three weapon attacks with its primary arm. Mariliths seldom rush headlong into battle, however, preferring to hang back and size up the situation first. They always seek to gain the best possible advantage from the local terrain, obstacles, and any vulnerability or weakness in their opponents.

A marilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A marilith deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Spell-Like Abilities: At will—*align weapon*, *blade barrier* (DC 23), *magic weapon*, *project image* (DC 23), *polymorph*, see *invisibility*, *telekinesis* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 25). Caster level 16th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Mariliths continuously use this ability, as the spell (caster level 16th).

Skills: Mariliths have a +8 racial bonus on Listen and Spot checks.

Feats: In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

NALFESHNEE

Huge Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	14d8+112 (175 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 40 ft. (poor)
Armor Class:	27 (−2 size, +1 Dex, +18 natural) touch 9, flat-footed 26
Base Attack/Grapple:	+14/+29
Attack:	Bite +20 melee (2d8+7)

Full Attack:	Bite +20 melee (2d8+7) and 2 claws +17 melee (1d8+3)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Smite, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 22, telepathy 100 ft., true seeing
Saves:	Fort +17, Ref +10, Will +15
Abilities:	Str 25, Dex 13, Con 27, Int 22, Wis 22, Cha 20
Skills:	Bluff +22, Concentration +25, Diplomacy +26, Disguise +5 (+7 acting), Hide +10, Intimidate +22, Knowledge (arcana) +23, Listen +31, Move Silently +18, Search +23, Sense Motive +23, Spellcraft +25 (+27 scrolls), Spot +31, Survival +6 (+8 following tracks), Use Magic Device +22 (+24 scrolls)
Feats:	Cleave, Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (bite)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or troupe (1 nalfeshnee, 1 hezrou, and 2–5 vrocks)
Challenge Rating:	14
Treasure:	Standard coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	15–20 HD (Huge); 21–42 HD (Gargantuan)
Level Adjustment:	—

A nalfeshnee can fly despite its small wings.

A nalfeshnee is more than 20 feet tall and weighs 8,000 pounds.

Combat

When fulfilling their duties in the underworld, nalfeshnees usually disdain combat as being beneath them. Given the opportunity, they succumb to blood lust and do battle. They disable opponents with their smite ability and slaughter them while they can't fight back.

A nalfeshnee's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Smite (Su): Three times per day a nalfeshnee can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-foot radius. Any creature within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of its worst fears hound it. The creature receives its full Dexterity and shield bonuses to AC if attacked but can take no actions. Other demons are immune to this effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 23). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Twice per day a nalfeshnee can attempt to summon 1d4 vrocks, 1d4 hezrous, or one glabrezu with a 50% chance of success, or another nalfeshnee with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Nalfeshnees continuously use true seeing, as the spell (caster level 14th).

Skills: Nalfeshnees have a +8 racial bonus on Listen and Spot checks.

QUASIT

Tiny Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 50 ft. (perfect)
Armor Class:	18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 15
Base Attack/Grapple:	+3/-6
Attack:	Claw +8 melee (1d3–1 plus poison)
Full Attack:	2 claws +8 melee (1d3–1 plus poison) and bite +3 melee (1d4–1)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison, spell-like abilities

Special Qualities:	Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10
Skills:	Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6
Feats:	Improved Initiative, Weapon Finesse
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	4–6 HD (Tiny)

Level Adjustment: — (Improved Familiar)

In its natural form, a quasit stands about 1-1/2 feet tall and weighs about 8 pounds.

Quasits speak Common and Abyssal.

Combat

Although quasits thirst for victory and power as other demons do, they are cowards at heart. They typically attack from ambush, using their alternate form ability and *invisibility* to get within reach, then try to scuttle away. When retreating, they use their *cause fear* ability to deter pursuit.

A quasit's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th.

The save DCs are Charisma-based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

RETRIEVER

	Huge Construct (Extraplanar)
Hit Dice:	10d10+80 (135 hp)
Initiative:	+3
Speed:	50 ft. (10 squares)
Armor Class:	21 (−2 size, +3 Dex, +10 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+7/+25
Attack:	Claw +15 melee (2d6+10) and eye ray +8 ranged touch
Full Attack:	4 claws +15 melee (2d6+10) and bite +10 melee (1d8+5) and eye ray +8 ranged touch
Space/Reach:	15 ft./10 ft.
Special Attacks:	Eye rays, <i>find target</i> , improved grab
Special Qualities:	Construct traits, darkvision 60 ft., fast healing 5, low-light vision
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	11
Treasure:	None

Alignment:	Always chaotic evil
Advancement:	11–15 HD (Huge); 16–30 HD (Gargantuan)
Level Adjustment:	—
A retriever specializes in recovering lost or desired objects, runaway slaves, and enemies and bringing them back to its master. A retriever has a body the size of an ox, with legs spanning more than 14 feet. It weighs about 6,500 pounds.	
Combat	
Retrievers attack with four claws, but their eye rays are far more deadly.	
Eye Rays (Su):	A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks. The save DC for all rays is 18. The save DC is Dexterity-based.
The four eye effects are:	
<i>Fire:</i>	Deals 12d6 points of fire damage to the target (Reflex half).
<i>Cold:</i>	Deals 12d6 points of cold damage to the target (Reflex half).
<i>Electricity:</i>	Deals 12d6 points of electricity damage to the target (Reflex half).
<i>Petrification:</i>	The target must succeed on a Fortitude save or turn to stone permanently.
Find Target (Sp):	When ordered to find an item or a creature, a retriever does so unerringly, as though guided by <i>discern location</i> .
The being giving the order must have seen (or must have an item belonging to) the creature to be found, or must have touched the object to be located. This ability is the equivalent of an 8th-level spell.	
Improved Grab (Ex):	To use this ability, a retriever must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. This is the method by which it usually “retrieves” things.
SUCCUBUS	
Medium Outsider (Chaotic, Extraplanar, Evil)	
Hit Dice:	6d8+6 (33 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	20 (+1 Dex, +9 natural), touch 11, flat-footed 19
Base Attack/Grapple:	+6/+7
Attack:	Claw +7 melee (1d6+1)
Full Attack:	2 claws +7 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy drain, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues
Saves:	Fort +6, Ref +6, Will +7
Abilities:	Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26
Skills:	Bluff +19, Concentration +10, Diplomacy +12, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)
Feats:	Dodge, Mobility, Persuasive
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Medium)
Level Adjustment:	+6
A succubus is 6 feet tall in its natural form and weighs about 125 pounds.	
Combat	
Succubi are not warriors. They flee combat whenever they can. If forced to fight, they can attack with their claws, but they	

prefer to turn foes against one another. Succubi use their *polymorph* ability to assume humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with heroes is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies her life-draining kiss. Succubi are not above taking on the role of a damsel in distress when encountered within a dungeon.

A succubus's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the *suggestion*. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-Like Abilities: At will—*charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills: Succubi have a +8 racial bonus on Listen and Spot checks.

*While using her *polymorph* ability, a succubus gains a +10 circumstance bonus on Disguise checks.

VROCK

Large Outsider (Chaotic, Extraplanar, Evil)

Hit Dice:	10d8+70 (115 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	22 (−1 size, +2 Dex, +11 natural), touch 11, flat-footed 20
Base Attack/Grapple:	+10/+20
Attack:	Claw +15 melee (2d6+6)
Full Attack:	2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Dance of ruin, spell-like abilities, spores, stunning screech, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.
Saves:	Fort +14, Ref +9, Will +10
Abilities:	Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16
Skills:	Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks)
Feats:	Cleave, Combat Reflexes, Multiattack, Power Attack
Environment:	A chaotic evil-aligned plane
Organization:	Solitary, pair, gang (3–5), or squad (6–10)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	11–14 HD (Large); 15–30 HD (Huge)
Level Adjustment:	+8

A vrock is about 8 feet tall and weighs about 500 pounds.

Combat

Vrocks are vicious fighters who like to fly down into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. Despite their advantage in mobility, the vrocks' deep love of battle frequently leads them into melee combats against heavy odds.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

Spell-Like Abilities: At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Vrocks have a +8 racial bonus on Listen and Spot checks.

DERRO

Small Monstrous Humanoid

Hit Dice:	3d8+3 (16 hp)
Initiative:	+6
Speed:	20 ft. (4 squares)
Armor Class:	19 (+1 size, +2 Dex, +2 natural, +3 studded leather armor, +1 buckler), touch 13, flat-footed 17
Base Attack/Grapple:	+3/-1
Attack:	Short sword +4 melee (1d4/19–20) or repeating light crossbow +6 ranged (1d6/19–20 plus poison)
Full Attack:	Short sword +4 melee (1d4/19–20) or repeating light crossbow +6 ranged (1d6/19–20 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison use, spell-like abilities, sneak attack +1d6
Special Qualities:	Madness, spell resistance 15 vulnerability to sunlight
Saves:	Fort +2, Ref +5, Will +6
Abilities:	Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*
Skills:	Bluff +5, Hide +10, Listen +1, Move Silently +8
Feats:	Blind-Fight, Improved Initiative
Environment:	Underground
Organization:	Team (2–4), squad (5–8 plus 1 3rd-level sorcerer), or band (11–20 plus 30% noncombatants plus 3 3rd-level sorcerers and 1 sorcerer of 5th–8th level)
Challenge Rating:	3
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	— (+2 if sane)

Derro are afflicted by a form of racial madness, which most often manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures. Derro are capable of holding their murderous impulses in check for short periods of time in order to cooperate with creatures of other races, but such arrangements rarely last more than a few weeks. Of course, no derro is capable of recognizing that he is out of his mind.

COMBAT

Derro are stealthy and bloodthirsty. They like to carefully arrange cruel traps and deadly ambushes, and strike savagely from hiding. They delight in taking captives who can be tortured to death later, and favor traps and poisons that disable without

killing.

Madness (Ex): Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex): Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

Vulnerability to Sunlight (Ex): A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills: Derro have a +4 racial bonus on Hide and Move Silently checks.

DESTRACHAN

Large Aberration

Hit Dice:	8d8+24 (60 hp)
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+6/+14
Attack:	Claw +9 melee (1d6+4)
Full Attack:	2 claws +9 melee (1d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Destructive harmonics
Special Qualities:	Blindsight 100 ft., immunities, protection from sonics
Saves:	Fort +5, Ref +5, Will +10
Abilities:	Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12
Skills:	Hide +8, Listen +25, Move Silently +7, Survival +9
Feats:	Dodge, Improved Initiative, Lightning Reflexes
Environment:	Underground
Organization:	Solitary or pack (3–5)
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	—

The dungeon-dwelling destrachan looks like some bizarre, nonintelligent beast, but it's an incredibly evil and crafty sadist. A destrachan has a pair of complex, three-part ears that it can adjust to be more or less sensitive to various sounds. It is blind, yet hunts with a sense of hearing more precise than most creatures' sight.

From its tubular mouth a destrachan emits carefully focused harmonics, producing sonic energy so powerful it can shatter a stone wall. So skilled is a destrachan at controlling the sounds it emits that it can choose what type of material to affect with its attack.

A destrachan is about 10 feet long from its mouth to the tip of the tail and weighs about 4,000 pounds.

A destrachan speaks no language but understands Common. If a destrachan must communicate, it does so through action.

COMBAT

A destrachan uses its claws only as a last resort or to finish off foes weakened by its sonic attacks. It often enters battle with surprise if possible. It first focuses on destroying metal armor and weapons and then changes to harmonics that disrupt flesh.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 feet long. It can also use this attack to affect any creatures or objects within a 30-foot radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 feet as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as *ghost sound* or *silence*), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Listen checks.

DEVIL

Devils are fiends from lawful evil-aligned planes.

Many devils are surrounded by a fear aura, which they use to break up powerful groups and defeat opponents piecemeal.

Devils with spell-like abilities use their illusion abilities to delude and confuse foes as much as possible. A favorite trick is to create illusory reinforcements; enemies can never be entirely sure if a threat is only a figment or real summoned devils joining the fray.

Devil Traits: Most devils possess the following traits (unless otherwise noted in a creature's entry).

—Immunity to fire and poison.

—Resistance to acid 10 and cold 10.

—See in Darkness (Su): Some devils can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

—*Summon* (Sp): Some devils share the ability to summon others of their kind (the success chance and type of devils summoned are noted in each monster description).

—Telepathy.

Except when otherwise noted, devils speak Infernal, Celestial, and Draconic.

BARBED DEVIL (HAMATULA)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	12d8+72 (126 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	29 (+6 Dex, +13 natural) touch 16, flat-footed 23
Base Attack/Grapple:	+12/+22
Attack:	Claw +18 melee (2d8+6 plus fear)
Full Attack:	2 claws +18 melee (2d8+6 plus fear)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fear, improved grab, impale 3d8+9, <i>summon devil</i>
Special Qualities:	Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.
Saves:	Fort +14, Ref +14, Will +12
Abilities:	Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18
Skills:	Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)
Feats:	Alertness, Cleave, Improved Grapple, Iron Will, Power Attack
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3–5), or squad (6–10)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	13–24 (Medium); 25–36 HD (Large)
Level Adjustment:	—

A barbed devil is about 7 feet tall and weighs about 300 pounds.

Combat

Barbed devils eagerly fight with their claws, trying to impale their opponents. They use *hold person* to immobilize those who avoid their hug attacks.

A barbed devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by *fear* (caster level 9th).

Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals $3d8+9$ points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes $1d8+6$ points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only). 1/day—*order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th. The save DCs are Charisma-based.

BEARDED DEVIL (BARBAZU)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	6d8+18 (45 hp)
Initiative:	+6
Speed:	40 ft. (8 squares)
Armor Class:	19 (+2 Dex, +7 natural) touch 12, flat-footed 17
Base Attack/Grapple:	+6/+8
Attack:	Glaive +9 melee (1d10+3 plus infernal wound) or claw +8 melee (1d6+2)
Full Attack:	Glaive +9/+4 melee (1d10+3 plus infernal wound) or 2 claws +8 melee (1d6+2)
Space/Reach:	5 ft./5 ft. (10 ft. with glaive)
Special Attacks:	Infernal wound, beard, battle frenzy, <i>summon devil</i>
Special Qualities:	Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.
Saves:	Fort +8, Ref +7, Will +5
Abilities:	Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10
Skills:	Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9
Feats:	Improved Initiative, Power Attack, Weapon Focus (glaive)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3–5), or squad (6–10)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment:	+6

Every bearded devil carries a sawtoothed glaive.

A bearded devil stands 6 feet tall and weighs about 225 pounds.

Combat

Bearded devils are aggressive and love to fight. They revel in their battle frenzy, spreading mayhem among their foes.

A bearded devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

BONE DEVIL (OSYLUTH)

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	10d8+50 (95 hp)
Initiative:	+9
Speed:	40 ft. (8 squares)
Armor Class:	25 (-1 size, +5 Dex, +11 natural) touch 14, flat-footed 20
Base Attack/Grapple:	+10/+19
Attack:	Bite +14 melee (1d8+5)
Full Attack:	Bite +14 melee (1d8+5) and 2 claws +12 melee (1d4+2) and sting +12 melee (3d4+2 plus poison)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, fear aura, poison, <i>summon devil</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.
Saves:	Fort +12, Ref +12, Will +11
Abilities:	Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14
Skills:	Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks)
Feats:	Alertness, Improved Initiative, Iron Will, Multiattack
Environment:	A lawful evil-aligned plane
Organization:	Solitary, team (2–4), or squad (6–10)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	11–20 HD (Large); 21–30 HD (Huge)

Level Adjustment:

Bone devils stand about 9 feet tall and weigh about 500 pounds.

Combat

Bone devils hate all other creatures and attack ruthlessly. They freely use *wall of ice* to keep the enemy divided.

A bone devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *fear* spell (caster level 7th). A creature that successfully saves cannot be affected

again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*. Caster level 12th. The save DC is Charisma-based.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

CHAIN DEVIL (KYTON)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	8d8+16 (52 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+8/+10
Attack:	Chain +10 melee (2d4+2/19–20)
Full Attack:	2 chains +10 melee (2d4+2/19–20)
Space/Reach:	5 ft./5 ft. (10 ft. with chains)
Special Attacks:	Dancing chains, unnerving gaze
Special Qualities:	Damage reduction 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18
Saves:	Fort +8, Ref +8, Will +6
Abilities:	Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12
Skills:	Climb +13, Craft (blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2 (+4 with bindings)
Feats:	Alertness, Improved Critical (chain), Improved Initiative
Environment:	A lawful evil-aligned plane
Organization:	Solitary, gang (2–4), band (6–10), or mob (11–20)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	9–16 HD (Medium)
Level Adjustment:	+6

Kytons are humanlike devils, wrapped in chains instead of clothing. A chain devil is 6 feet tall and weighs about 300 pounds, chains included.

Chain devils speak Infernal and Common.

Combat

A chain devil attacks by flailing away with the spiked chains that serve as its clothing, armor, and weapons.

A chain devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a –2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6x10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

ERINYES

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	9d8+45 (85 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), fly 50 ft. (good)
Armor Class:	23 (+5 Dex, +8 natural) touch 15, flat-footed 18
Base Attack/Grapple:	+9/+14
Attack:	Longsword +14 melee (1d8+5/19–20) or +1 <i>flaming composite longbow</i> (+5 Str bonus) +15 ranged (1d8+6/x3 plus 1d6 fire) or rope +14 ranged (entangle)
Full Attack:	Longsword +14/+9 melee (1d8+5/19–20) or +1 <i>flaming composite longbow</i> (+5 Str bonus) +15/+10 ranged (1d8+6/x3 plus 1d6 fire) or rope +14 ranged (entangle)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Entangle, spell-like abilities, <i>summon devil</i>
Special Qualities:	Damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft., true seeing
Saves:	Fort +11, Ref +11, Will +10
Abilities:	Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20
Skills:	Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (any two) +14, Listen +16, Move Silently +17, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings)
Feats:	Dodge ^B , Mobility ^B , Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run
Environment:	A lawful evil-aligned plane
Organization:	Solitary
Challenge Rating:	8
Treasure:	Standard, plus rope and +1 <i>flaming composite longbow</i> (+5 Str bonus)
Alignment:	Always lawful evil
Advancement:	10–18 HD (Medium)
Level Adjustment:	+7

Unlike other devils, erinyes appear attractive to humans, resembling very comely women or men. An erinyes stands about 6 feet tall and weighs about 150 pounds.

Erinyes speak Infernal, Celestial, and Draconic.

Combat

Erinyes prefer to engage in combat from a distance. They use *charm monster* to distract or disorganize their opponents, then rain down fiery arrows from above.

An erinyes's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (caster level 16th). An erinyes can hurl its rope 30 feet with no range penalty. Typically, an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholly blight* (DC 19). Caster level 12th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Erinyes continuously use true seeing, as the spell (caster level 14th).

HELLCAT (BEZEKIRA)

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	8d8+24 (60 hp)
Initiative:	+9
Speed:	40 ft. (8 squares)
Armor Class:	21 (−1 size, +5 Dex, +7 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+8/+18
Attack:	Claw +13 melee (1d8+6)
Full Attack:	2 claws +13 melee (1d8+6) and bite +8 melee (2d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d8+3
Special Qualities:	Damage reduction 5/good, darkvision 60 ft., invisible in light, resistance to fire 10, scent, spell resistance 19, telepathy 100 ft.
Saves:	Fort +9, Ref +11, Will +8
Abilities:	Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10
Skills:	Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17
Feats:	Dodge, Improved Initiative, Track
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	7
Treasure:	None
Alignment:	Always lawful evil
Advancement:	9–10 HD (Large); 11–24 HD (Huge)
Level Adjustment:	—

While its appearance suggests it is incorporeal, a hellcats has a corporeal body and can be harmed by physical attacks. Hellcats use a natural telepathy to communicate with one another and those they encounter. A hellcat measures about 9 feet long and weighs about 900 pounds.

Combat

A hellcat can hold its own in combat thanks to sharp claws and wicked fangs. It prefers to leap upon opponents, just as a lion does.

A hellcat's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a hellcat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d8+3.

Invisible in Light (Ex): A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Skills: Hellcats have a +4 racial bonus on Listen and Move Silently checks.

HORNED DEVIL (CORNUGON)

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	15d8+105 (172 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 50 ft. (average)
Armor Class:	35 (−1 size, +7 Dex, +19 natural) touch 16, flat-footed 28
Base Attack/Grapple:	+15/+29
Attack:	Spiked chain +25 melee (2d6+15 plus stun) or claw +24 melee (2d6+10) or tail +24 melee (2d6+10 plus infernal wound)
Full Attack:	Spiked chain +25/+20/+15 melee (2d6+15 plus stun) and bite +22 melee (2d8+5) and tail +22 melee (2d6+5 plus infernal wound); or 2 claws +24 melee (2d6+10) and bite + 22 melee (2d8+5) and tail +22 melee (2d6+5 plus

	infernal wound)
Space/Reach:	10 ft./10 ft. (20 ft. with spiked chain)
Special Attacks:	Fear aura, infernal wound, spell-like abilities, stun, <i>summon devil</i>
Special Qualities:	Damage reduction 10/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 28, telepathy 100 ft.
Saves:	Fort +16, Ref +16, Will +15
Abilities:	Str 31, Dex 25, Con 25, Int 14, Wis 18, Cha 22
Skills:	Bluff +24, Climb +28, Concentration +24, Diplomacy +10, Disguise +6 (+8 acting), Hide +21, Intimidate +26, Listen +22, Move Silently +23, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks)
Feats:	Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, team (2–4), or squad (6–10)
Challenge Rating:	16
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	16–20 HD (Large); 21–45 HD (Huge)

Level Adjustment:

—

A horned devil is 9 feet tall and weighs about 600 pounds.

Combat

Horned devils are bold fighters. They rarely retreat, even against overwhelming odds. They love to fight with their spiked chains, usually singling out the most powerful foes to stun and eliminate quickly.

A horned devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only); *persistent image* (DC 21) 3/day—*fireball* (DC 19), *lightning bolt* (DC 19). Caster level 15th. The save DCs are Charisma-based.

Fear Aura (Su): A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 23 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a horned devil's tail must succeed on a DC 24 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Summon Devil (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

ICE DEVIL (GELUGON)

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	14d8+84 (147 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	32 (−1 size, +5 Dex, +18 natural) touch 14, flat-footed

Base Attack/Grapple:	+14/+24
Attack:	Spear +20 melee (2d6+9/x3 plus slow) or claw +19 melee (1d10+6)
Full Attack:	Spear +20/+15/+10 melee (2d6+9/x3 plus slow) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow); or 2 claws +19 melee (1d10+6) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Fear aura, slow, spell-like abilities, <i>summon devil</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100 ft.
Saves:	Fort +15, Ref +14, Will +15
Abilities:	Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20
Skills:	Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (any three) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks)
Feats:	Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, team (2–4), squad (6–10), or troupe (1–2 ice devils, 7–12 bearded devils, and 1–4 bone devils)
Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	15–28 HD (Large); 29–42 HD (Huge)
Level Adjustment:	—

An ice devil is about 12 feet tall and weighs about 700 pounds.

Combat

An ice devil prefers to fight only when doing so serves its mission, but it never hesitates to attack when it deems a battle necessary—or likely to end in its victory.

An ice devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): An ice devil can radiate a 10-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a *fear* spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save DC is Constitution-based.

Spell-Like Abilities: At will—*cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19). Caster level 13th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Regeneration (Ex): An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

IMP

Tiny Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	3d8 (13 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 50 ft. (perfect)

Armor Class:	20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17
Base Attack/Grapple:	+3/-5
Attack:	Sting +8 melee (1d4 plus poison)
Full Attack:	Sting +8 melee (1d4 plus poison)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14
Skills:	Diplomacy +8, Hide +17, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks)
Feats:	Dodge, Weapon Finesse
Environment:	A lawful evil-aligned plane
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always lawful evil
Advancement:	4-6 HD (Tiny)

Level Adjustment: — (Improved Familiar)

In its natural form, an imp stands almost 2 feet tall and weighs about 8 pounds.

Combat

Imps are craven, but not so timid as to pass up an opportunity for a surprise attack using their *invisibility* and alternate form ability. In its natural form, an imp attacks with the wicked stinger on its tail. It quickly flies out of reach if a foe manages to strike back effectively.

An imp's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based.

Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

LEMURE

Medium Outsider (Evil, Extraplanar, Lawful)	
Hit Dice:	2d8 (9 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	14 (+4 natural) touch 10, flat-footed 14
Base Attack/Grapple:	+2/+2
Attack:	Claw +2 melee (1d4)
Full Attack:	2 claws +2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, mindless, see in darkness
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 5
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, gang (3-5), swarm (6-15), or mob

	(10–40)
Challenge Rating:	1
Treasure:	None
Alignment:	Always lawful evil
Advancement:	3–6 HD (Medium)
Level Adjustment:	—

A lemure is about 5 feet tall and weighs about 100 pounds.

Lemures are mindless and cannot communicate, but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands.

Combat

Lemures surge toward anything they meet and try to claw it apart. Only a telepathic command from other devils or the complete destruction of the lemures can make them stop.

A lemure's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Mindless (Ex): Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

PIT FIEND

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice:	18d8+144 (225 hp)
Initiative:	+12
Speed:	40 ft. (8 squares), fly 60 ft. (average)
AC:	40 (−1 size, +8 Dex, +23 natural) touch 17, flat-footed 32
Base Attack/Grapple:	+18/+35
Attack:	Claw +30 melee (2d8+13)
Full Attack:	2 claws +30 melee (2d8+13) and 2 wings +28 melee (2d6+6) and bite +28 melee (4d6+6 plus poison plus disease) and tail slap +28 melee (2d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constrict 2d8+26, fear aura, improved grab, spell-like abilities, <i>summon devil</i>
Special Qualities:	Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 32, telepathy 100 ft.
Saves:	Fort +19, Ref +19, Will +21
Abilities:	Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26
Skills:	Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge (nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes, +10 when tracking), Tumble +31
Feats:	Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (<i>fireball</i>)
Environment:	A lawful evil-aligned plane
Organization:	Solitary, pair, team (3–4), or troupe (1–2 pit fiends, 2–5 horned devils, and 2–5 barbed devils)
Challenge Rating:	20
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	19–36 HD (Large); 37–54 HD (Huge)
Level Adjustment:	—

A pit fiend often wraps its wings around itself like a grotesque cloak, and appears wreathed in flames.

A pit fiend is 12 feet tall and weighs 800 pounds.

Combat

Pit fiends are wily and resourceful fighters, using *invisibility* to gain the upper hand and biting at foes seemingly able to see them. They don't hesitate to blanket an area with *fireballs*, and can call down the wrath of an inferno with *meteor swarm*. A pit fiend's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A pit fiend deals 2d8+26 points of damage with a successful grapple check.

Disease (Su): A creature struck by a pit fiend's bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Fear Aura (Su): A pit fiend can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a *fear* spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a pit fiend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Spell-Like Abilities: At will—*blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *magic circle against good*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *unholy aura* (DC 26); 1/day—*meteor swarm* (DC 27). Caster level 18th. The save DCs are Charisma-based.

Once per year a pit fiend can use *wish* as the spell (caster level 20th).

Summon Devil (Sp): Twice per day a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

Regeneration (Ex): A pit fiend takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Tactics Round-by-Round

A pit fiend typically opens combat by using its spell-like abilities, attempting to neutralize dangerous opponents before entering melee.

Prior to combat: Unholy aura; activate fear aura, summon devil.

Round 1: Quickened *fireball* and *mass hold monster* if facing three or more visible, active opponents; otherwise *power word stun* against unarmored opponent (preferably a spellcaster).

Round 2: *Meteor swarm* against as many foes as possible, approach worst-injured enemy.

Round 3: Full attack against injured enemy.

Round 4: Continue melee against injured enemy, or *power word stun* against annoying spellcaster.

Round 5: Repeat from round 1, or *greater teleport* to safety if endangered.

DEVOURER

Large Undead (Extraplanar)

Hit Dice:	12d12 (78 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	24 (−1 size, +15 natural), touch 9, flat-footed 24
Base Attack/Grapple:	+6/+19
Attack:	Claw +15 melee (1d6+9)
Full Attack:	2 claws +15 melee (1d6+9)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Energy drain, trap essence, spell-like abilities
Special Qualities:	Darkvision 60 ft., spell deflection, spell resistance 21, undead traits
Saves:	Fort +4, Ref +4, Will +11
Abilities:	Str 28, Dex 10, Con —, Int 16, Wis 16, Cha 17
Skills:	Climb +24, Concentration +18, Diplomacy +5, Jump +24, Listen +18, Move Silently +15, Search +10, Sense Motive +11, Spot +18, Survival +3 (+5 following tracks)
Feats:	Blind-Fight, Combat Casting, Combat Expertise, Improved Initiative, Weapon Focus (claw)
Environment:	Any

Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always neutral evil
Advancement:	13–24 HD (Large); 25–36 HD (Huge)
Level Adjustment:	—

Devourers lurk on the Ethereal Plane and the Astral Plane, stalking both natives and travelers with equal sadistic glee.

A devourer is about 9 feet tall and weighs 500 pounds.

Devourers speak Common.

COMBAT

Even if it had no special abilities, a devourer would be a terrible opponent, for its bony claws can flay enemies alive.

Energy Drain (Su): Living creatures hit by a devourer's claw attack or *spectral hand* ability gain one negative level. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Trap Essence (Su): The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll but deals no damage. The save DC is Charisma-based. A slain creature's essence is trapped within the devourer's ribs, and the tiny figure takes on that victim's features. The trapped essence cannot be raised or resurrected, but a *limited wish*, *miracle*, or *wish* spell frees it, as does destroying the devourer. A devourer can hold only one essence at a time.

The trapped essence provides a devourer with enough power to use five spell-like abilities for each Hit Die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence gains one negative level for every five times the devourer uses one of its spell-like abilities. When the essence's number of negative levels equals the creature's total Hit Dice or level, the essence is destroyed. If an essence is freed, the restored creature must succeed on a DC 19 Fortitude save for each negative level or lose that level permanently.

Spell-Like Abilities: At the start of any encounter, the trapped essence within a devourer is assumed to have $3d4+3$ levels (enough fuel for thirty to seventy-five uses). Once per round, a devourer can use one of the following abilities: *confusion* (DC 17), *control undead* (DC 20), *ghoul touch* (DC 15), *lesser planar ally*, *ray of enfeeblement* (DC 14), *spectral hand*, *suggestion* (DC 16), *true seeing*. Caster level 18th. The save DCs are Charisma-based.

Spell Deflection (Su): The trapped essence provides a measure of magical protection. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnosis*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects might eliminate the trapped essence, depriving the devourer of its spell-like abilities until it can consume another victim.

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MONSTERS (Di-Do)

DIGESTER

Medium Magical Beast

Hit Dice:	8d10+24 (68 hp)
Initiative:	+6
Speed:	60 ft. (12 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+8/+11
Attack:	Claw +11 melee (1d8+4)
Full Attack:	Claw +11 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid spray
Special Qualities:	Darkvision 60 ft., immunity to acid, low-light vision, scent
Saves:	Fort +9, Ref +10, Will +3
Abilities:	Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +9, Listen +6, Jump +21, Spot +6
Feats:	Alertness, Improved Initiative, Lightning Reflexes
Environment:	Warm forests
Organization:	Solitary or pack (3–6)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9–12 HD (Medium); 13–24 HD (Large)

Level Adjustment:

—

A digester stands about 5 feet tall and is 7 feet long from snout to tail. It weighs about 350 pounds,

COMBAT

A digester is a hunting and eating machine. When it is not hungry (which is rarely), it lies low and avoids most other creatures. When hunting, it looks about for a likely target, then charges forth and delivers a gout of acid. If the initial attack is insufficient to kill the prey, the digester attacks with its hind feet until it can spray acid again.

Acid Spray (Ex): A digester can spray acid in a 20-foot cone, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it can't use it again until 1d4 rounds later.

The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 5 feet. In either case, a DC 17 Reflex save halves the damage. The save DC is Constitution-based.

Skills: A digester's coloration gives it a +4 racial bonus on Hide checks. It also has a +4 racial bonus on Jump checks.

DINOSAUR

Dinosaurs come in many sizes and shapes. Bigger varieties have drab coloration, while smaller dinosaurs have more colorful markings. Most dinosaurs have a pebbly skin texture.

COMBAT

Dinosaurs take full advantage of their size and speed. The swift carnivores stalk prey, staying hidden in cover until they can get into charge range and rush to the attack. Herbivores frequently overrun and trample their opponents.

DEINONYCHUS

Large Animal

Hit Dice:	4d8+16 (34 hp)
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	16 (−1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+3/+11
Attack:	Talons +6 melee (2d6+4)
Full Attack:	Talons +6 melee (2d6+4) and 2 foreclaws +1 melee (1d3+2) and bite +1 melee (2d4+2)

Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +6, Will +2
Abilities:	Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills:	Hide +8, Jump +26, Listen +10, Spot +10, Survival +10
Feats:	Run, Track
Environment:	Warm forests
Organization:	Solitary, pair, or pack (3–6)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5–8 HD (Large)

Level Adjustment: —

A deinonychus is bright green along its back and flanks, with a much lighter shade of the same color on its underside. The body has darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

Combat

A deinonychus uses a combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

Pounce (Ex): If a deinonychus charges, it can make a full attack.

Skills: A deinonychus has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

ELASMOSAURUS

Huge Animal

Hit Dice:	10d8+66 (111 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), swim 50 ft.
Armor Class:	13 (–2 size, +2 Dex, +3 natural), touch 10, flat-footed 11
Base Attack/Grapple:	+7/+23
Attack:	Bite +13 melee (2d8+12)
Full Attack:	Bite +13 melee (2d8+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +15, Ref +9, Will +4
Abilities:	Str 26, Dex 14, Con 22, Int 2, Wis 13, Cha 9
Skills:	Hide –4*, Listen +4, Spot +9, Swim +16
Feats:	Dodge, Great Fortitude, Toughness (2)
Environment:	Warm aquatic
Organization:	Solitary, pair, or herd (5–8)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	11–20 HD (Huge); 21–30 HD (Gargantuan)

Level Adjustment: —

Though it resides primarily in the water, an elasmosaurus only breathes air. An elasmosaurus has a total length of some 30 feet, including a tail half as long as its entire body, and weighs about 5,000 pounds. Observers who see only its head or tail might easily mistake it for a massive snake.

Combat

An elasmosaurus is aggressive and attacks anything it notices. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, it travels with its head out of the water, snapping down quickly to seize prey.

Skills: *An elasmosaurus has a +8 racial bonus on Hide checks in water.

MEGARAPTOR

	Huge Animal
Hit Dice:	8d8+43 (79 hp)
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	16 (-2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6/+19
Attack:	Talons +9 melee (2d8+5)
Full Attack:	Talons +9 melee (2d8+5) and 2 foreclaws +4 melee (1d4+2) and bite +4 melee (2d6+2)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Pounce
Special Qualities:	Low-light vision, scent
Saves:	Fort +10, Ref +8, Will +4
Abilities:	Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10
Skills:	Hide +5, Jump +27, Listen +12, Spot +12, Survival +12
Feats:	Run, Toughness, Track
Environment:	Warm forests
Organization:	Solitary, pair, or pack (3-6)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	9-16 HD (Huge); 17-24 HD (Gargantuan)
Level Adjustment:	-

This creature is a larger version of the deinonychus, standing about 12 feet tall with a total length of 24 feet. It has the same appearance, habits, and abilities of the smaller version.

Pounce (Ex): If a megaraptor charges, it can make a full attack.

Skills: A megaraptor has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

TRICERATOPS

	Huge Animal
Hit Dice:	16d8+124 (196 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18
Base Attack/Grapple:	+12/+30
Attack:	Gore +20 melee (2d8+15)
Full Attack:	Gore +20 melee (2d8+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Powerful charge, trample 2d12+15
Special Qualities:	Low-light vision, scent
Saves:	Fort +19, Ref +9, Will +6
Abilities:	Str 30, Dex 9, Con 25, Int 1, Wis 12, Cha 7
Skills:	Listen +13, Spot +12
Feats:	Alertness, Great Fortitude, Toughness (4)
Environment:	Temperate plains
Organization:	Solitary, pair, or herd (5-8)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	17-32 HD (Huge); 33-48 HD (Gargantuan)
Level Adjustment:	-

A triceratops has a body about 25 feet long and weighs about 20,000 pounds.

Combat

These creatures are likely to charge and skewer any creature of at least Large size that infringes on their territory. A triceratops uses its trample attack on smaller opponents.

Powerful Charge (Ex): When a triceratops charges, its gore attack deals 4d8+20 points of damage.

Trample (Ex): Reflex half DC 28. The save DC is Strength-based.

TYRANNOSAURUS

Huge Animal

Hit Dice:	18d8+99 (180 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	14 (-2 size, +1 Dex, +5 natural) touch 9, flat-footed 13
Base Attack/Grapple:	+13/+30
Attack:	Bite +20 melee (3d6+13)
Full Attack:	Bite +20 melee (3d6+13)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Low-light vision, scent
Saves:	Fort +16, Ref +12, Will +8
Abilities:	Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10
Skills:	Hide -2, Listen +14, Spot +14
Feats:	Alertness, Improved Natural Attack (bite), Run, Toughness (3), Track
Environment:	Warm plains
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	19–36 HD (Huge); 37–54 HD (Gargantuan)
Level Adjustment:	—

Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long from nose to tail.

Combat

A tyrannosaurus pursues and eats just about anything it sees. Its tactics are simple—charge in and bite.

Improved Grab (Ex): To use this ability, a tyrannosaurus must hit an opponent of up to one size smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. The swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge tyrannosaurus's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: A tyrannosaurus has a +2 racial bonus on Listen and Spot checks.

DIRE ANIMAL

Dire animals are larger, tougher, meaner versions of ordinary animals. Each kind tends to have a feral, prehistoric, or even demonic appearance.

DIRE APE

Large Animal

Hit Dice:	5d8+13 (35 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+13
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	10 ft./10 ft.

Special Attacks:	Rend 2d6+9
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +6, Will +5
Abilities:	Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Listen +5, Move Silently +4, Spot +6
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary or company (5–8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6–15 HD (Large)

Level Adjustment: —

A dire ape stands about 9 feet tall and weighs from 800 to 1,200 pounds.

Combat

Dire apes attack anything that enters their territory, even other dire apes. If an opponent's armor foils a dire ape's attacks, the creature will attempt to grapple and pin, then rend the prone opponent.

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Skills: Dire apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

DIRE BADGER

Medium Animal

Hit Dice:	3d8+15 (28 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+2/+4
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and bite –1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +6, Will +4
Abilities:	Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +6, Spot +6
Feats:	Alertness, Toughness, Track ^B
Environment:	Temperate forests
Organization:	Solitary or cete (2–5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–9 HD (Large)

Level Adjustment: —

These vicious creatures tolerate no intrusions. They cannot burrow into solid rock, but can move through just about any material softer than that. A dire badger usually leaves behind a usable tunnel 5 feet in diameter when burrowing unless the material it's moving through is very loose.

A dire badger is from 5 to 7 feet in length and can weigh up to 500 pounds.

Combat

Dire badgers attack with their sharp claws and teeth.

Rage (Ex): A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

DIRE BAT

	Large Animal
Hit Dice:	4d8+12 (30 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), fly 40 ft. (good)
Armor Class:	20 (-1 size, +6 Dex, +5 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+3/+10
Attack:	Bite +5 melee (1d8+4)
Full Attack:	Bite +5 melee (1d8+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Blindsight 40 ft.
Saves:	Fort +7, Ref +10, Will +6
Abilities:	Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6
Skills:	Hide +4, Listen +12*, Move Silently +11, Spot +8*
Feats:	Alertness, Stealthy
Environment:	Temperate deserts
Organization:	Solitary or colony (5–8)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5–12 HD (Large)

Level Adjustment: —

A dire bat has a wingspan of 15 feet and weighs about 200 pounds.

Combat

Dire bats swoop down upon unsuspecting prey from above.

Blindsight (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

DIRE BEAR

	Large Animal
Hit Dice:	12d8+51 (105 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+9/+23
Attack:	Claw +19 melee (2d4+10)
Full Attack:	2 claws +19 melee (2d4+10) and bite +13 melee (2d8+5)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +9, Will +9
Abilities:	Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 10
Skills:	Listen +10, Spot +10, Swim +13
Feats:	Alertness, Endurance, Run, Toughness, Weapon Focus (claw)
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	13–16 HD (Large); 17–36 HD (Huge)

Level Adjustment: —

The omnivorous dire bear usually does not bother creatures that try to avoid it, but will aggressively defend a kill or other source of food. It will not hesitate to rip apart anything that might contain something edible.

A typical dire bear is 12 feet long and weighs as much as 8,000 pounds.

Combat

A dire bear attacks by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a dire bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

DIRE BOAR

Large Animal

Hit Dice:	7d8+21 (52 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	15 (-1 size, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+5/+17
Attack:	Gore +12 melee (1d8+12)
Full Attack:	Gore +12 melee (1d8+12)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +5, Will +8
Abilities:	Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8
Skills:	Listen +8, Spot +8
Feats:	Alertness, Endurance, Iron Will
Environment:	Temperate forests
Organization:	Solitary or herd (5–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8–16 HD (Large); 17–21 HD (Huge)
Level Adjustment:	—

Dire boars are omnivorous and spend most of their time rooting around, much as ordinary pigs do. They viciously attack anything that approaches them, however.

Dire boars grow up to 12 feet long and weigh as much as 2,000 pounds.

Combat

A dire boar charges its opponent, trying to rip the target open with its tusks.

Ferocity (Ex): A dire boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

DIRE LION

Large Animal

Hit Dice:	8d8+24 (60 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+6/+17
Attack:	Claw +13 melee (1d6+7)
Full Attack:	2 claws +13 melee (1d6+7) and bite +7 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d6+3
Special Qualities:	Low-light vision, scent
Saves:	Fort +9, Ref +8, Will +7
Abilities:	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +2*, Listen +7, Move Silently +5, Spot +7
Feats:	Alertness, Run, Weapon Focus (claw)
Environment:	Warm plains
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral

Advancement: 9–16 HD (Large); 17–24 HD (Huge)

Level Adjustment: –

Dire lions are patient hunters, just like their smaller cousins, but apt to take on bigger prey.

Dire lions grow to be up to 15 feet long and weigh up to 3,500 pounds.

Combat

A dire lion attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws. It often jumps onto a creature larger than itself.

Improved Grab (Ex): To use this ability, a dire lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire lion charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

DIRE RAT

Small Animal

Hit Dice:	1d8+1 (5 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-4
Attack:	Bite +4 melee (1d4 plus disease)
Full Attack:	Bite +4 melee (1d4 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disease
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills:	Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11
Feats:	Alertness, Weapon Finesse ^B
Environment:	Any
Organization:	Solitary or pack (11–20)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Small); 4–6 HD (Medium)
Level Adjustment:	–

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories.

A dire rat can grow to be up to 4 feet long and weigh over 50 pounds.

Combat

Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

DIRE SHARK

Huge Animal (Aquatic)

Hit Dice:	18d8+66 (147 hp)
Initiative:	+2
Speed:	Swim 60 ft. (12 squares)
Armor Class:	17 (–2 size, +2 Dex, +7 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+13/+27
Attack:	Bite +18 melee (2d8+9)

Full Attack:	Bite +18 melee (2d8+9)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Keen scent
Saves:	Fort +14, Ref +13, Will +12
Abilities:	Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10
Skills:	Listen +12, Spot +11, Swim +14
Feats:	Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)
Environment:	Cold aquatic
Organization:	Solitary or school (2–5)
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	19–32 (Huge); 33–54 (Gargantuan)

Level Adjustment: —

Dire sharks attack anything they perceive to be edible, even larger creatures.

This monstrous fish can grow to a length of 25 feet and weigh more than 20,000 pounds.

Combat

Dire sharks bite with their powerful jaws, swallowing smaller creatures in one gulp.

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Skills: A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

DIRE TIGER

Large Animal

Hit Dice:	16d8+48 (120 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+12/+24
Attack:	Claw +20 melee (2d4+8)
Full Attack:	2 claws +20 melee (2d4+8) and bite +14 melee (2d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 2d4+4
Special Qualities:	Low-light vision, scent
Saves:	Fort +13, Ref +12, Will +11
Abilities:	Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +7*, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10
Feats:	Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)
Environment:	Warm forests
Organization:	Solitary or pair
Challenge Rating:	8

Treasure:	None
Alignment:	Always neutral
Advancement:	17–32 HD (Large); 33–48 (Huge)

Level Adjustment: —

Dire tigers prey on just about anything that moves. They will patiently stalk a potential meal, striking whenever the creature lets down its guard.

Dire tigers grow to be over 12 feet long and can weigh up to 6,000 pounds.

Combat

A dire tiger attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws.

Improved Grab (Ex): To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 2d4+4.

Skills: Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

DIRE WEASEL

Medium Animal

Hit Dice:	3d8 (13 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	16 (+4 Dex, +2 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+2/+4
Attack:	Bite +6 melee (1d6+3)
Full Attack:	Bite +6 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Attach, blood drain
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +7, Will +4
Abilities:	Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11
Skills:	Hide +8, Listen +3, Move Silently +8, Spot +5
Feats:	Alertness, Stealthy , Weapon Finesse ^B
Environment:	Temperate hills
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Medium); 7–9 HD (Large)

Level Adjustment: —

Dire weasels grow to be up to 10 feet long and can reach a weight of 700 pounds.

Combat

Dire weasels stalk their prey in the dark and then leap on it, biting and clawing.

Attach (Ex): A dire weasel that hits with its bite attack latches onto the opponent's body with its powerful jaws. An attached dire weasel loses its Dexterity bonus to AC and thus has an AC of 12. An attached dire weasel can be struck with a weapon or grappled itself. To remove an attached dire weasel through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

DIRE WOLF

Large Animal

Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+15
Attack:	Bite +11 melee (1d8+10)
Full Attack:	Bite +11 melee (1d8+10)

Space/Reach:	10 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Skills:	Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*
Feats:	Alertness, Run, Track ^B , Weapon Focus (bite)
Environment:	Temperate forests
Organization:	Solitary or pack (5–8)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	7–18 HD (Large)

Level Adjustment: —

Dire wolves are efficient pack hunters that will kill anything they can catch.

Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds.

Combat

Dire wolves prefer to attack in packs, surrounding and flanking a foe when they can.

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

*It also has a +4 racial bonus on Survival checks when tracking by scent.

DIRE WOLVERINE

Large Animal

Hit Dice:	5d8+23 (45 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 10 ft.
Armor Class:	16 (–1 size, +3 Dex, +4 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+3/+13
Attack:	Claw +8 melee (1d6+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d8+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +5
Abilities:	Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +14, Listen +7, Spot +7
Feats:	Alertness, Toughness, Track ^B
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6–15 HD (Large)

Level Adjustment: —

Dire wolverines grow to about 12 feet in length and can weigh as much as 2,000 pounds.

Combat

Dire wolverines attack opponents wantonly, fearing no other creatures.

Rage (Ex): A dire wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. An enraged dire wolverine gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

Skills: A dire wolverine has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

DOPPELGANGER

Medium Monstrous Humanoid (Shapechanger)

Hit Dice:	4d8+4 (22 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4/+5
Attack:	Slam +5 melee (1d6+1)
Full Attack:	Slam +5 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Detect thoughts
Special Qualities:	Change shape, immunity to <i>sleep</i> and charm effects
Saves:	Fort +4, Ref +5, Will +6
Abilities:	Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13
Skills:	Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6
Feats:	Dodge, Great Fortitude
Environment:	Any
Organization:	Solitary, pair, or gang (3–6)
Challenge Rating:	3
Treasure:	Double standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived.

In its natural form a doppelganger is about 5-1/2 feet tall and weighs about 150 pounds.

COMBAT

When in its natural form, a doppelganger strikes with its powerful fists. In the shape of a warrior or some other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses its detect thoughts ability to employ the same tactics and strategies as the person it is impersonating.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

DOPPELGANGERS AS CHARACTERS

Doppelganger characters possess the following racial traits.

— +2 Strength, +2, Dexterity, +2 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma.

—Medium size.

—A doppelganger's base land speed is 30 feet.

—Darkvision: Doppelgangers can see in the dark up to 60 feet.

—Racial Hit Dice: A doppelganger begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

—Racial Skills: A doppelganger's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier})$. Its class

skills are Bluff, Diplomacy, Disguise, Intimidate, Listen, Sense Motive, and Spot.

—Racial Feats: A doppelganger's monstrous humanoid levels give it two feats.

— +4 natural armor bonus.

— +4 racial bonus on Bluff and Disguise checks. When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

—Special Attacks (see above): Detect thoughts.

—Special Qualities (see above): Change shape, immunity to *sleep* and charm effects.

—Automatic Languages: Common. Bonus Languages: Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran.

—Favored Class: Rogue.

—Level adjustment +4.

MONSTERS (Dr-Dw)

DRAGON, TRUE

The known varieties of true dragons (as opposed to other creatures that have the dragon type) fall into two broad categories: chromatic and metallic. The chromatic dragons are black, blue, green, red, and white; they are all evil and extremely fierce. The metallic dragons are brass, bronze, copper, gold, and silver; they are all good, usually noble, and highly respected by the wise.

All true dragons gain more abilities and greater power as they age. (Other creatures that have the dragon type do not.) They range in length from several feet upon hatching to more than 100 feet after attaining the status of great wyrm. The size of a particular dragon varies according to age and variety.

A dragon's metabolism operates like a highly efficient furnace and can metabolize even inorganic material. Some dragons have developed a taste for such fare.

Although goals and ideals vary among varieties, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magic items as possible. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate area or to get food. For dragons, there is no such thing as enough treasure. It's pleasing to look at, and they bask in its radiance. Dragons like to make beds of their hoards, shaping nooks and mounds to fit their bodies. By the time a dragon matures to the age of great wyrm, hundreds of gems and coins may be imbedded in its hide.

All dragons speak Draconic.

COMBAT

A dragon attacks with its powerful claws and bite, and can also use a breath weapon and special physical attacks, depending on its size. It prefers to fight on the wing, staying out of reach until it has worn down the enemy with ranged attacks. Older, more intelligent dragons are adept at sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies).

The table below provides space and reach statistics for dragons of various sizes, plus the natural weapons a dragon of a certain size can employ and the damage those attacks deal.

Bite: Bite attacks deal the indicated damage plus the dragon's Strength bonus. A dragon also can use its bite to snatch opponents if it has the Snatch feat.

Claw: Claw attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents if it has the Snatch feat. Claw attacks are secondary attacks, requiring a -5 penalty on the attack roll. (Many dragons choose the Multiattack feat to lessen this penalty to -2).

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down) and are treated as secondary attacks.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down) and is treated as a secondary attack.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down).

Tail Sweep (Ex): This special attack allows a dragon of at least Gargantuan size to sweep with its tail as a standard action.

The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Grappling: Dragons do not favor grapple attacks, though their crush attack (and Snatch feat, if they know it) use normal grapple rules. A dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds on Concentration checks.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's

choice, with an area as noted on the table below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the dragon's age and variety, and is given in each individual entry. Saves against nondamaging breath weapons use the same DC; the kind of saving throw is noted in the variety descriptions. The save DC against a breath weapon is $10 + 1/2$ dragon's HD + dragon's Con modifier.

Breath weapons come in two basic shapes, line and cone, whose areas vary with the dragon's size.

Dragon Breath Weapons

Dragon Size	Line*	Cone** (Length)
	(Length)	
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium	60 ft.	30 ft.
Large	80 ft.	40 ft.
Huge	100 ft.	50 ft.
Gargantuan	120 ft.	60 ft.
Colossal	140 ft.	70 ft.

*A line is always 5 feet high and 5 feet wide.

**A cone is as high and wide as its length.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet \times the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC $10 + 1/2$ dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its variety description, gaining bonus spells for a high Charisma score. Some dragons can also cast spells from the cleric list or cleric domain lists as arcane spells.

Spell-Like Abilities: A dragon's spell-like abilities depend on its age and variety. It gains the abilities indicated for its age plus all previous ones. Its age category or its sorcerer/caster level, whichever is higher, is the caster level for these abilities. The save DC is $10 + \text{dragon's Cha modifier} + \text{spell level}$. All spell-like abilities are usable once per day unless otherwise noted.

Damage Reduction: Young adult and older dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): All dragons have immunity to *sleep* and paralysis effects. Each variety of dragon has immunity to one or two additional forms of attack no matter what its age, as given in its description.

Spell Resistance (Ex): As dragons age, they become more resistant to spells and spell-like abilities, as indicated in the variety descriptions.

Blindsight (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Keen Senses (Ex): A dragon sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Skills: All dragons have skill points equal to $(6 + \text{Int modifier, minimum 1}) \times (\text{Hit Dice} + 3)$. Most dragons purchase the following skills at the maximum ranks possible: Listen, Search, and Spot. The remaining skill points are generally spent on Concentration, Diplomacy, Escape Artist, Intimidate, Knowledge (any), Sense Motive, and Use Magic Device at a cost of 1 skill point per rank. All these skills are considered class skills for dragons. (Each dragon has other class skills as well, as noted in the variety descriptions.)

Feats: All dragons have one feat, plus additional feats based on Hit Dice just like any other creature. Dragons favor Alertness, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Snatch, Weapon Focus (claw or bite), Wingover, and any metamagic feat that is available and useful to sorcerers.

Dragon Age Categories

Category	Age (Years)
1 Wyrmling	0–5
2 Very young	6–15
3 Young	16–25
4 Juvenile	26–50
5 Young adult	51–100
6 Adult	101–200
7 Mature adult	201–400
8 Old	401–600

9 Very old	601–800
10 Ancient	801–1,000
11 Wyrm	1,001–1,200
12 Great wyrm	1,201 or more

Dragon Space/Reach, Attacks, and Damage

Size	Space/Reach*	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Tiny	2-1/2 ft./0 ft. (5 ft. with bite)	1d4	1d3	—	—	—	—
Small	5 ft./5 ft.	1d6	1d4	—	—	—	—
Medium	5 ft./5 ft.	1d8	1d6	1d4	—	—	—
Large	10 ft./5 ft. (10 ft. with bite)	2d6	1d8	1d6	1d8	—	—
Huge	15 ft./10 ft. (15 ft. with bite)	2d8	2d6	1d8	2d6	2d8	—
Gargantuan	20 ft./15 ft. (20 ft. with bite)	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	30 ft./20 ft. (30 ft. with bite)	4d8	4d6	2d8	4d6	4d8	2d8

*A dragon's bite attack has reach as if the creature were one size category larger. All other attacks are made with the standard reach for the dragon's size.

Dragon Overland Movement

Chromatic and metallic dragons are exceedingly strong flyers and can cover vast distances quickly. A dragon's overland flying speed is a function of its tactical fly speed, as shown on the table below.

Dragon Overland Flying Speeds

	Dragon's Fly Speed			
	100 feet	150 feet	200 feet	250 feet
One Hour				
Normal	15 miles	20 miles	30 miles	40 miles
Hustle	24 miles	40 miles	60 miles	80 miles
One Day				
Normal	120 miles	160 miles	240 miles	320 miles

Dragons do not tire as quickly as other creatures when moving overland on the ground. If a dragon attempts a hustle or a forced march, check for nonlethal damage once every 2 hours instead of every hour.

DRAGONHIDE

Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality.

CHROMATIC DRAGONS

Chromatic dragons form the evil branch of dragonkind. They are aggressive, greedy, vain, and nasty.

BLACK DRAGON

Dragon (Water)

Environment: Warm marshes

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 5; juvenile 7; young adult 9; adult 11; mature adult 14; old 16; very old 18; ancient 19; wyrm 20; great wyrm 22

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 20–21 HD; mature adult 23–24 HD; old 26–27 HD; very old 29–30 HD; ancient 32–33 HD; wyrm 35–36 HD; great wyrm 38+ HD

Level Adjustment: Wyrmling +3; very young +3; young +3; juvenile +4; others —

Black Dragons by Age

Age	Size	Hit Dice (hp)	St r	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Sav e	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	4d12+4 (30)	11	10	13	8	11	8	+4/-4	+6	+5	+4	+4	2d4 (13)	—
Very	S	7d12+7	13	10	13	8	11	8	+7/+4	+9	+6	+5	+5	4d4 (14)	—

young	(52)														
Young	M	10d12+20 (85)	15	10	15	10	11	10	+10/+12	+12	+9	+7	+7	6d4 (17)	—
Juvenile	M	13d12+26 (110)	17	10	15	10	11	10	+13/+16	+16	+10	+8	+8	8d4 (18)	—
Young adult	L	16d12+48 (152)	19	10	17	12	13	12	+16/+24	+19	+13	+10	+11	10d4 (21)	19
Adult	L	19d12+76 (199)	23	10	19	12	13	12	+19/+29	+24	+15	+11	+12	12d4 (23)	20
Mature adult	H	22d12+110 (253)	27	10	21	14	15	14	+22/+38	+28	+18	+13	+15	14d4 (26)	23
Old	H	25d12+125 (287)	29	10	21	14	15	14	+25/+42	+32	+19	+14	+16	16d4 (27)	24
Very old	H	28d12+168 (350)	31	10	23	16	17	16	+28/+46	+36	+22	+16	+19	18d4 (30)	27
Ancient	H	31d12+186 (387)	33	10	23	16	17	16	+31/+50	+40	+23	+17	+20	20d4 (31)	28
Wyrm	G	34d12+238 (459)	35	10	25	18	19	18	+34/+58	+42	+26	+19	+23	22d4 (34)	31
Great wyrm	G	37d12+296 (536)	37	10	27	20	21	20	+37/+62	+46	+28	+20	+25	24d4 (36)	33

Black Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 100 ft. (average), swim 60 ft.	+0	15 (+2 size,+3 natural), touch 12, flat-footed 15	Immunity to acid, water breathing	—	—
Very young	60 ft., fly 100 ft. (average), swim 60 ft.	+0	17 (+1 size,+6 natural), touch 11, flat-footed 17		—	—
Young	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	19 (+9 natural), touch 10, flat-footed 19		—	—
Juvenile	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	22 (+12 natural), touch 10, flat-footed 22	Darkness	—	—
Young adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	24 (-1 size,+15 natural), touch 9, flat-footed 24	DR 5/magic	1st	17
Adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	27 (-1 size,+18 natural), touch 9, flat-footed 27	Corrupt water	3rd	18
Mature adult	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	29 (-2 size,+21 natural), touch 8, flat-footed 29	DR 10/magic	5th	21
Old	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	32 (-2 size,+24 natural), touch 8, flat-footed 32	Plant growth	7th	22
Very old	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	35 (-2 size,+27 natural), touch 8, flat-footed 35	DR 15/magic	9th	23
Ancient	60 ft., fly 150 ft. (poor), swim 60 ft.	+0	38 (-2 size,+30 natural), touch 8, flat-footed 38	Insect plague	11th	25
Wyrm	60 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	39 (-4 size,+33 natural), touch 6, flat-footed 39	DR 20/magic	13th	26
Great wyrm	60 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	42 (-4 size,+36 natural), touch 6, flat-footed 42	Charm reptiles	15th	28

Black dragons are sometimes known as skull dragons because of their skeletal faces. Adding to the skeletal impression is the gradual deterioration of the hide around the base of the horn and the cheekbones. This deterioration increases with age and does not harm the dragon. On hatching, a black dragon's scales are thin, small, and glossy. As the dragon ages, they become larger, thicker, and duller, helping it camouflage itself in swamps and marshes.

Black dragons are especially fond of coins. Older dragons sometimes capture and question humanoids about stockpiles of gold, silver, and platinum coins before killing them.

Combat

Black dragons prefer to ambush their targets, using their surroundings as cover. When fighting in heavily forested swamps and marshes, they try to stay in the water or on the ground; trees and leafy canopies limit their aerial maneuverability. When outmatched, a black dragon attempts to fly out of sight, so as not to leave tracks, and hide in a deep pond or bog.

Breath Weapon (Su): A black dragon has one type of breath weapon, a line of acid.

Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Corrupt Water (Sp): Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or become fouled.

This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

Charm Reptiles (Sp): A great wyrm black dragon can use this ability three times per day. It works as a *mass charm* spell that affects only reptilian animals. The dragon can communicate with any charmed reptiles as though casting a *speak with animals* spell. This ability is the equivalent of a 1st-level spell.

Other Spell-Like Abilities: 3/day—*darkness* (juvenile or older; radius 10 feet per age category), *insect plague* (ancient or older); 1/day—*plant growth* (old or older).

Skills: Hide, Move Silently, and Swim are considered class skills for black dragons.

BLUE DRAGON

Dragon (Earth)

Environment: Temperate deserts

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: Wyrmling 7–8 HD; very young 10–11 HD; young 13–14 HD; juvenile 16–17 HD; young adult 19–20 HD; adult 22–23 HD; mature adult 25–26 HD; old 28–29 HD; very old 31–32 HD; ancient 34–35 HD; wyrm 37–38 HD; great wyrm 40+ HD

Level Adjustment: Wyrmling +4; very young +4; young +5; others —

Blue Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	In t	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+6 (45)	13	10	13	10	11	10	+6/+3	+8	+6	+5	+5	2d8 (14)	—
Very young	M	9d12+18 (76)	15	10	15	10	11	10	+9/+11	+11	+8	+6	+6	4d8 (16)	—
Young	M	12d12+24 (102)	17	10	15	12	13	12	+12/+15	+15	+10	+8	+9	6d8 (18)	—
Juvenile	L	15d12+45 (142)	19	10	17	14	15	14	+15/+23	+18	+12	+9	+11	8d8 (20)	—
Young adult	L	18d12+72 (189)	23	10	19	14	15	14	+18/+28	+23	+15	+11	+13	10d8 (23)	21
Adult	H	21d12+105 (241)	27	10	21	16	17	16	+21/+37	+27	+17	+12	+15	12d8 (25)	23
Mature adult	H	24d12+120 (276)	29	10	21	16	17	16	+24/+41	+31	+19	+14	+17	14d8 (27)	25
Old	H	27d12+162 (337)	31	10	23	18	19	18	+27/+45	+35	+21	+15	+19	16d8 (29)	27
Very old	H	30d12+180 (375)	33	10	23	18	19	18	+30/+49	+39	+23	+17	+21	18d8 (31)	29
Ancient	G	33d12+231 (445)	35	10	25	20	21	20	+33/+57	+41	+25	+18	+23	20d8 (33)	31
Wyrm	G	36d12+288 (522)	37	10	27	20	21	20	+36/+61	+45	+28	+20	+25	22d8 (36)	33
Great wyrm	G	39d12+312 (565)	39	10	27	22	23	22	+39/+65	+49	+29	+21	+27	24d8 (37)	35

Blue Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., burrow 20 ft., fly 100 ft. (average)	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Immunity to electricity, <i>create/destroy water</i>	—	—
Very young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	18 (+8 natural), touch 10, flat-footed 18	—	—	—
Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	21 (+11 natural), touch 10, flat-footed 21	—	—	—
Juvenile	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	23 (-1 size, +14 natural), touch 9, flat-footed 23	Sound imitation	1st	—
Young adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	26 (-1 size, +17 natural), touch 9, flat-footed 26	DR 5/magic	3rd	19

Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	28 (−2 size, +20 natural), touch 8, flat-footed 28	Ventriloquism	5th	21
Mature adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	31 (−2 size, +23 natural), touch 8, flat-footed 31	DR 10/magic	7th	22
Old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	34 (−2 size, +26 natural), touch 8, flat-footed 34	<i>Hallucinatory terrain</i>	9th	24
Very old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	37 (−2 size, +29 natural), touch 8, flat-footed 37	DR 15/magic	11th	25
Ancient	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	38 (−4 size, +32 natural), touch 6, flat-footed 38	<i>Veil</i>	13th	27
Wyrm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	41 (−4 size, +35 natural), touch 6, flat-footed 41	DR 20/magic	15th	29
Great wyrm	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	44 (−4 size, +38 natural), touch 6, flat-footed 44	<i>Mirage arcana</i>	17th	31

*Can also cast cleric spells and those from the Air, Evil, and Law domains as arcane spells.

A blue dragon's scales vary in color from an iridescent azure to a deep indigo, polished to a glossy finish by blowing desert sands. The size of its scales increases little as the dragon ages, although they do become thicker and harder. Its hide tends to hum and crackle faintly with built-up static electricity. These effects intensify when the dragon is angry or about to attack, giving off an odor of ozone and sand. Their vibrant color makes blue dragons easy to spot in barren desert surroundings. However, they often burrow into the sand so only part of their heads are exposed.

Blue dragons love to soar in the hot desert air, usually flying in the daytime when temperatures are highest. Some nearly match the color of the desert sky and use this coloration to their advantage.

Blue dragons lair in vast underground caverns, where they also store their treasure. Although they collect anything that looks valuable, they are most fond of gems—especially sapphires.

Combat

Typically, blue dragons attack from above or burrow beneath the sands until opponents come within 100 feet. Older dragons use their special abilities, such as *hallucinatory terrain*, in concert with these tactics to mask the land and improve their chances to surprise the target. Blue dragons run from a fight only if they are severely damaged, since they view retreat as cowardly.

Breath Weapon (Su): A blue dragon has one type of breath weapon, a line of lightning.

Create/Destroy Water (Sp): A blue dragon of any age can use this ability three times per day. It works like the *create water* spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or be ruined. This ability is the equivalent of a 1st-level spell.

Sound Imitation (Ex): A juvenile or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a Will save (DC equal to that of the dragon's frightful presence) to detect the ruse.

Other Spell-Like Abilities: 3/day—*ventriloquism* (adult or older); 1/day—*hallucinatory terrain* (old or older), *veil* (ancient or older), *mirage arcana* (great wyrm).

Skills: Bluff, Hide, and Spellcraft are considered class skills for blue dragons.

GREEN DRAGON

Dragon (Air)

Environment: Temperate forests

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 5; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 19; ancient 21; wyrm 22; great wyrm 24

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: Wyrmling 6–7 HD; very young 9–10 HD; young 12–13 HD; juvenile 15–16 HD; young adult 18–19 HD; adult 21–22 HD; mature adult 24–25 HD; old 27–28 HD; very old 30–31 HD; ancient 33–34 HD; wyrm 36–37 HD; great wyrm 39+ HD

Level Adjustment: Wyrmling +5; very young +5; young +5; juvenile +6; others —

Green Dragons by Age

Age	Size	Hit Dice (hp)			In t				Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
		5d12+5 (37)	13	10	13	10	11	10							
Wyrmling	S	5d12+5 (37)	13	10	13	10	11	10	+5/+2	+7	+5	+4	+4	2d6 (13)	—

Very young	M	8d12+16 (68)	15	10	15	10	11	10	+8/+10	+10	+8	+6	+6	4d6 (16)	—
Young	M	11d12+22 (93)	17	10	15	12	13	12	+11/+14	+14	+9	+7	+8	6d6 (17)	—
Juvenile	L	14d12+42 (133)	19	10	17	14	15	14	+14/+22	+17	+12	+9	+11	8d6 (20)	—
Young adult	L	17d12+68 (178)	23	10	19	14	15	14	+17/+27	+22	+14	+10	+12	10d6 (22)	20
Adult	H	20d12+100 (230)	27	10	21	16	17	16	+20/+36	+26	+17	+12	+15	12d6 (25)	23
Mature adult	H	23d12+115 (264)	29	10	21	16	17	16	+23/+40	+30	+18	+13	+16	14d6 (26)	24
Old	H	26d12+156 (325)	31	10	23	18	19	18	+26/+44	+34	+21	+15	+19	16d6 (29)	27
Very old	H	29d12+174 (362)	33	10	23	18	19	18	+29/+48	+38	+22	+16	+20	18d6 (30)	28
Ancient	G	32d12+224 (432)	35	10	25	20	21	20	+32/+56	+40	+25	+18	+23	20d6 (33)	31
Wyrm	G	35d12+280 (507)	37	10	27	20	21	20	+35/+60	+44	+27	+19	+24	22d6 (35)	32
Great wyrm	G	38d12+304 (551)	39	10	27	22	23	22	+38/+64	+48	+29	+21	+27	24d6 (37)	35

Green Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 100 ft. (average), swim 40 ft	+0	15 (+1 size, +4 natural), touch 11, flat-footed 15	Immunity to acid, water breathing	—	—
Very young	40 ft., fly 150 ft. (poor), swim 40 ft	+0	17 (+7 natural), touch 10, flat-footed 17	—	—	—
Young	40 ft., fly 150 ft. (poor), swim 40 ft	+0	20 (+10 natural), touch 10, flat-footed 20	—	—	—
Juvenile	40 ft., fly 150 ft. (poor), swim 40 ft	+0	22 (-1 size, +13 natural), touch 9, flat-footed 22	1st	—	—
Young adult	40 ft., fly 150 ft. (poor), swim 40 ft	+0	25 (-1 size, +16 natural), touch 9, flat-footed 25	DR 5/magic	3rd	19
Adult	40 ft., fly 150 ft. (poor), swim 40 ft	+0	27 (-2 size, +19 natural), touch 8, flat-footed 27	Suggestion	5th	21
Mature adult	40 ft., fly 150 ft. (poor), swim 40 ft	+0	30 (-2 size, +22 natural), touch 8, flat-footed 30	DR 10/magic	7th	22
Old	40 ft., fly 150 ft. (poor), swim 40 ft	+0	33 (-2 size, +25 natural), touch 8, flat-footed 33	Plant growth	9th	24
Very old	40 ft., fly 150 ft. (poor), swim 40 ft	+0	36 (-2 size, +28 natural), touch 8, flat-footed 36	DR 15/magic	11th	25
Ancient	40 ft., fly 200 ft. (clumsy), swim 40 ft	+0	37 (-4 size, +31 natural), touch 6, flat-footed 37	Dominate person	13th	27
Wyrm	40 ft., fly 200 ft. (clumsy), swim 40 ft	+0	40 (-4 size, +34 natural), touch 6, flat-footed 40	DR 20/magic	15th	28
Great wyrm	40 ft., fly 200 ft. (clumsy), swim 40 ft	+0	43 (-4 size, +37 natural), touch 6, flat-footed 43	Command plants	17th	30

A wyrmling green dragon's scales are thin, very small, and a deep shade of green that appears nearly black. As the dragon ages, the scales grow larger and lighter, turning shades of forest, emerald, and olive green, which helps it blend in with its wooded surroundings.

Combat

Green dragons initiate fights with little or no provocation, picking on creatures of any size. If the target is intriguing or seems formidable, the dragon stalks the creature to determine the best time to strike and the most appropriate tactics to use. If the target appears weak, the dragon makes its presence known quickly—it enjoys

evoking terror. Sometimes the dragon elects to control a humanoid creature through intimidation and *suggestion*. Green dragons especially like to question adventurers to learn more about their society and abilities, what is going on in the countryside, and if there is treasure nearby.

Breath Weapon (Su): A green dragon has one type of breath weapon, a cone of corrosive (acid) gas.

Water Breathing (Ex): A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Spell-Like Abilities: 3/day—*suggestion* (adult or older), *dominate person* (ancient or older); 1/day—*plant growth* (old or older), *command plants* (great wyrm).

Skills: Bluff, Hide, and Move Silently are considered class skills for green dragons.

RED DRAGON

Dragon (Fire)

Environment: Warm mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 8–9 HD; very young 11–12 HD; young 14–15 HD; juvenile 17–18 HD; young adult 20–21 HD; adult 23–24 HD; mature adult 26–27 HD; old 29–30 HD; very old 32–33 HD; ancient 35–36 HD; wyrm 38–39 HD; great wyrm 41+ HD

Level Adjustment: Wyrmling +4; very young +5; young +6; others —

Red Dragons by Age

Age	Size	Hit Dice (hp)			In t				Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	7d12+14 (59)	17	10	15	10	11	10	+7/+10	+10	+7	+5	+5	2d10 (15)	—
Very young	L	10d12+30 (95)	21	10	17	12	13	12	+10/+19	+14	+10	+7	+8	4d10 (18)	—
Young	L	13d12+39 (123)	25	10	17	12	13	12	+13/+24	+19	+11	+8	+9	6d10 (19)	—
Juvenile	L	16d12+64 (168)	29	10	19	14	15	14	+16/+29	+24	+14	+10	+12	8d10 (22)	—
Young adult	H	19d12+95 (218)	31	10	21	14	15	14	+19/+37	+27	+16	+11	+13	10d10 (24)	21
Adult	H	22d12+110 (253)	33	10	21	16	19	16	+22/+41	+31	+18	+13	+17	12d10 (26)	24
Mature adult	H	25d12+150 (312)	33	10	23	18	19	18	+25/+44	+34	+20	+14	+18	14d10 (28)	26
Old	G	28d12+196 (378)	35	10	25	20	21	20	+28/+52	+36	+23	+16	+21	16d10 (31)	29
Very old	G	31d12+248 (449)	37	10	27	22	23	22	+31/+56	+40	+25	+17	+23	18d10 (33)	31
Ancient	G	34d12+306 (527)	39	10	29	24	25	24	+34/+60	+44	+28	+19	+26	20d10 (36)	34
Wyrm	G	37d12+370 (610)	41	10	31	24	25	24	+37/+64	+48	+30	+20	+27	22d10 (38)	35
Great wyrm	C	40d12+400 (660)	45	10	31	26	27	26	+40/+73	+49	+32	+22	+30	24d10 (40)	38

Red Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 150 ft. (poor)	+0	16 (+6 natural), touch 10, flat-footed 16	Immunity to fire, vulnerability to cold	—	—
Very young	40 ft., fly 150 ft. (poor)	+0	18 (-1 size, +9 natural), touch 9, flat-footed 18	—	—	—
Young	40 ft., fly 150 ft. (poor)	+0	21 (-1 size, +12 natural), touch 9, flat-footed 21	—	1st	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	24 (-1 size, +15 natural), touch 9, flat-footed 24	Locate object	3rd	—
Young adult	40 ft., fly 150 ft. (poor)	+0	26 (-2 size, +18 natural), touch 8, flat-footed 26	DR 5/magic	5th	19
Adult	40 ft., fly 150 ft. (poor)	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29	—	7th	21
Mature adult	40 ft., fly 150 ft. (poor)	+0	32 (-2 size, +24 natural), touch 8, flat-footed 32	DR 10/magic	9th	23
Old	40 ft., fly 200 ft. (clumsy)	+0	33 (-4 size, +27 natural), touch 6, flat-footed 33	Suggestion	11th	24
Very old	40 ft., fly 200 ft.	+0	36 (-4 size, +30 natural), touch 6,	DR 15/magic	13th	26

	(clumsy)		flat-footed 36				
Ancient	40 ft., fly 200 ft. (clumsy)	+0	39 (−4 size, +33 natural), touch 6, flat-footed 39	<i>Find the path</i>	15th	28	
Wyrm	40 ft., fly 200 ft. (clumsy)	+0	42 (−4 size, +36 natural), touch 6, flat-footed 42	DR 20/magic	17th	30	
Great wyrm	40 ft., fly 200 ft. (clumsy)	+0	41 (−8 size, +39 natural), touch 2, flat-footed 41	<i>Discern location</i>	19th	32	

*Can also cast cleric spells and those from the Chaos, Evil, and Fire domains as arcane spells.

The small scales of a wyrmling red dragon are a bright glossy scarlet, making the dragon easily spotted by predators and hunters, so it stays underground and does not venture outside until it is more able to take care of itself. Toward the end of young age, the scales turn a deeper red, and the glossy texture is replaced by a smooth, dull finish. As the dragon grows older, the scales become large, thick, and as strong as metal. The neck frill and wings are an ash blue or purple-gray toward the edges, becoming darker with age. The pupils of a red dragon fade as it ages; the oldest red dragons have eyes that resemble molten lava orbs.

Combat

Because red dragons are so confident, they seldom pause to appraise an adversary. On spotting a target, they make a snap decision whether to attack, using one of many strategies worked out ahead of time. A red dragon lands to attack small, weak creatures with its claws and bite rather than obliterating them with its breath weapon, so as not to destroy any treasure they might be carrying.

Breath Weapon (Su): A red dragon has one type of breath weapon, a cone of fire.

Locate Object (Sp): A juvenile or older red dragon can use this ability as the spell of the same name, once per day per age category.

Other Spell-Like Abilities: 3/day—*suggestion* (old or older); 1/day—*find the path* (ancient or older), *discern location* (great wyrm).

Skills: Appraise, Bluff, and Jump are considered class skills for red dragons.

WHITE DRAGON

Dragon (Cold)

Environment: Cold mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 2; very young 3; young 4; juvenile 6; young adult 8; adult 10; mature adult 12; old 15; very old 17; ancient 18; wyrm 19; great wyrm 21

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 4–5 HD; very young 7–8 HD; young 10–11 HD; juvenile 13–14 HD; young adult 16–17 HD; adult 19–20 HD; mature adult 22–23 HD; old 25–26 HD; very old 28–29 HD; ancient 31–32 HD; wyrm 34–35 HD; great wyrm 37+ HD

Level Adjustment: Wyrmling +2; very young +3; young +3; juvenile +5; others —

White Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Atta- ck	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	3d12+3 (22)	11	10	13	6	11	6	+3/−5	+5	+4	+3	+3	1d6 (12)	—
Very young	S	6d12+6 (45)	13	10	13	6	11	6	+6/+3	+8	+6	+5	+5	2d6 (14)	—
Young	M	9d12+18 (76)	15	10	15	6	11	6	+9/+11	+11	+8	+6	+6	3d6 (16)	—
Juvenile	M	12d12+24 (102)	17	10	15	8	11	8	+12/+15	+15	+10	+8	+8	4d6 (18)	—
Young adult	L	15d12+45 (142)	19	10	17	8	11	10	+15/+23	+18	+12	+9	+9	5d6 (20)	17
Adult	L	18d12+72 (189)	23	10	19	10	11	12	+18/+28	+23	+15	+11	+11	6d6 (23)	20
Mature adult	H	21d12+105 (241)	27	10	21	12	13	12	+21/+37	+27	+17	+12	+13	7d6 (25)	21
Old	H	24d12+120 (276)	29	10	21	12	13	12	+24/+41	+31	+19	+14	+15	8d6 (27)	23
Very old	H	27d12+162 (337)	31	10	23	14	15	14	+27/+45	+35	+21	+15	+17	9d6 (29)	25
Ancient	H	30d12+180	33	10	23	14	15	14	+30/+49	+39	+23	+17	+19	10d6 (31)	27

(375)															
Wyrm	G	33d12+231 (445)	35	10	25	14	15	16	+33/+57	+41	+25	+18	+20	11d6 (33)	29
Great wyrm	G	36d12+288 (522)	37	10	27	18	19	18	+36/+61	+45	+28	+20	+24	12d6 (36)	32

White Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	14 (+2 size, +2 natural), touch 12, flat-footed 14	Icewalking, immunity to cold, vulnerability to fire	—	—
Very young	60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16		—	—
Young	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	18 (+8 natural), touch 10, flat-footed 18		—	—
Juvenile	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	21 (+11 natural), touch 10, flat-footed 21	<i>Fog cloud</i>	—	—
Young adult	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	23 (-1 size, +14 natural), touch 9, flat-footed 23	DR 5/magic	—	16
Adult	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	26 (-1 size, +17 natural), touch 9, flat-footed 26	<i>Gust of wind</i>	1st	18
Mature adult	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	28 (-2 size, +20 natural), touch 8, flat-footed 28	DR 10/magic	3rd	20
Old	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	31 (-2 size, +23 natural), touch 8, flat-footed 31	<i>Freezing fog</i>	5th	21
Very old	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	34 (-2 size, +26 natural), touch 8, flat-footed 34	DR 15/magic	7th	23
Ancient	60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.	+0	37 (-2 size, +29 natural), touch 8, flat-footed 37	<i>Wall of ice</i>	9th	24
Wyrm	60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	38 (-4 size, +32 natural), touch 6, flat-footed 38	DR 20/magic	11th	25
Great wyrm	60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	41 (-4 size, +35 natural), touch 6, flat-footed 41	<i>Control weather</i>	13th	27

The scales of a wyrmling white dragon glisten like mirrors. As the dragon ages, the sheen disappears, and by very old age, scales of pale blue and light gray are mixed in with the white.

Combat

White dragons prefer sudden assaults, swooping down from aloft or bursting from beneath water, snow, or ice. They loose their breath weapon, then try to knock out a single opponent with a follow-up attack.

Breath Weapon (Su): A white dragon has one type of breath weapon, a cone of cold.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Freezing Fog (Sp): An old or older white dragon can use this ability three times per day. It is similar to a *solid fog* spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the *grease* effect because of its icewalking ability. This ability is the equivalent of a 5th-level spell.

Other Spell-Like Abilities: 3/day—*fog cloud* (juvenile or older), *gust of wind* (adult or older), *wall of ice* (ancient or older); 1/day—*control weather* (great wyrm).

Skills: Hide, Move Silently, and Swim are considered class skills for white dragons.

METALLIC DRAGONS

Metallic dragons make up the good branch of dragonkind, but they are every bit as aggressive as their evil cousins when threatened or challenged. They also tend to be covetous and proud.

BRASS DRAGON

Dragon (Fire)

Environment: Warm deserts

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 10; adult 12; mature adult 15; old 17; very old 19; ancient 20; wyrm 21; great wyrm 23

Treasure: Triple standard

Alignment: Always chaotic good

Advancement: Wyrmling 5–6 HD; very young 8–9 HD; young 11–12 HD; juvenile 14–15 HD; young adult 17–18 HD; adult 20–21 HD; mature adult 23–24 HD; old 26–27 HD; very old 29–30 HD; ancient 32–33 HD; wrym 35–36 HD; great wrym 38+ HD

Level Adjustment: Wyrmling +2; very young +3; young +4; juvenile +4; others —

Brass Dragons by Age

Age	Size	Hit Dice (hp)								Base Attack/ Grappl e	Attack	Fort Save	Ref Sav e	Will Save	Breath Weapon (DC)	Frightful Presence DC
			Str	Dex	Con	Int	Wis	Cha								
Wyrmling	T	4d12+4 (30)	11	10	13	10	11	10	+4/-4	+6	+5	+4	+4	1d6 (13)	—	
Very young	S	7d12+7 (52)	13	10	13	10	11	10	+7/+4	+9	+6	+5	+5	2d6 (14)	—	
Young	M	10d12+20 (85)	15	10	15	12	13	12	+10/+12	+12	+9	+7	+8	3d6 (17)	—	
Juvenile	M	13d12+26 (110)	17	10	15	12	13	12	+13/+16	+16	+10	+8	+9	4d6 (18)	—	
Young adult	L	16d12+48 (152)	19	10	17	14	15	14	+16/+24	+19	+13	+10	+12	5d6 (21)	20	
Adult	L	19d12+76 (199)	23	10	19	14	15	14	+19/+29	+24	+15	+11	+13	6d6 (23)	21	
Mature adult	H	22d12+110 (253)	27	10	21	16	17	16	+22/+38	+28	+18	+13	+16	7d6 (26)	24	
Old	H	25d12+12 5 (287)	29	10	21	16	17	16	+25/+42	+32	+19	+14	+17	8d6 (27)	25	
Very old	H	28d12+16 8 (350)	31	10	23	18	19	18	+28/+46	+36	+22	+16	+20	9d6 (30)	28	
Ancient	H	31d12+18 6 (387)	33	10	23	18	19	18	+31/+50	+40	+23	+17	+21	10d6 (31)	29	
Wrym	G	34d12+23 8 (459)	35	10	25	20	21	20	+34/+58	+42	+26	+19	+24	11d6 (34)	32	
Great wrym	G	37d12+29 6 (536)	37	10	27	20	21	20	+37/+62	+46	+28	+20	+25	12d6 (36)	33	

Brass Dragon Abilities by Age

Age	Speed	Initiativ e	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., burrow 30 ft., fly 150 ft. (average)	+0	15 (+2 size, +3 natural), touch 12, flat-footed 15	Immunity to fire, <i>speak with animals</i> , vulnerability to cold	—	—
Very young	60 ft., burrow 30 ft., fly 150 ft. (average)	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17		—	—
Young	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	19 (+9 natural), touch 10, flat-footed 19		1st	—
Juvenile	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	22 (+12 natural), touch 10, flat-footed 22	<i>Endure elements</i>	3rd	—
Young adult	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	24 (-1 size, +15 natural), touch 9, flat-footed 24	DR 5/magic	5th	18
Adult	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	27 (-1 size, +18 natural), touch 9, flat-footed 27	<i>Suggestion</i>	7th	20
Mature adult	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29	DR 10/magic	9th	22
Old	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	32 (-2 size, +24 natural), touch 8, flat-footed 32	<i>Control winds</i>	11th	24
Very old	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	35 (-2 size, +27 natural), touch 8, flat-footed 35 DR	15/magic	13th	25
Ancient	60 ft., burrow 30 ft., fly 200 ft. (poor)	+0	38 (-2 size, +30 natural), touch 8, flat-footed 38	<i>Control weather</i>	15th	27
Wrym	60 ft., burrow 30 ft., fly 250 ft. (clumsy)	+0	39 (-4 size, +33 natural), touch 6, flat-footed 39	DR 20/magic	17th	28
Great wrym	60 ft., burrow 30 ft., fly 250 ft. (clumsy)	+0	42 (-4 size, +36 natural), touch 6, flat-footed 42	<i>Summon djinni</i>	19th	30

*Can also cast cleric spells and those from the Chaos and Knowledge domains as arcane spells.

At birth, a brass dragon's scales are a dull, mottled brown. As the dragon gets older, the scales become more brassy until they reach a warm, burnished appearance. The grand head-plates of a brass dragon are smooth and metallic, and it sports bladed

chin horns that grow sharper with age. Wings and frills are mottled green toward the edges, darkening with age. As the dragon grows older, its pupils fade until the eyes resemble molten metal orbs.

Combat

Brass dragons would rather talk than fight. If an intelligent creature tries to leave without engaging in conversation, the dragon might force compliance in a fit of pique, using *suggestion* or a dose of *sleep* gas. A creature put to sleep may wake to find itself pinned or buried to the neck in the sand until the dragon's thirst for small talk is slaked. When faced with real danger, younger brass dragons fly out of sight, then hide by burrowing into the sand. Older dragons spurn this ploy but still prefer to have the advantage in combat.

Breath Weapon (Su): A brass dragon has two types of breath weapon, a line of fire and a cone of *sleep*. Creatures within the cone must succeed on a Will save or fall asleep, regardless of HD, for 1d6 rounds plus 1 round per age category of the dragon.

Spell-Like Abilities: At will—*speak with animals*; 3/day—*endure elements* (juvenile or older; radius 10 ft. x dragon's age category); 1/day—*suggestion* (adult or older), *control winds* (old or older), *control weather* (ancient or older).

Summon Djinni (Sp): This ability, usable by a great wyrm brass dragon, works like a *summon monster* spell, except that it summons one djinni. This ability is the equivalent of a 7th-level spell.

Skills: Bluff, Gather Information, and Survival are considered class skills for brass dragons.

BRONZE DRAGON

Dragon (Water)

Environment: Temperate hills

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 12; adult 15; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Always lawful good

Advancement: Wyrmling 7–8 HD; very young 10–11 HD; young 13–14 HD; juvenile 16–17 HD; young adult 19–20 HD; adult 22–23 HD; mature adult 25–26 HD; old 28–29 HD; very old 31–32 HD; ancient 34–35 HD; wyrm 37–38 HD; great wyrm 40+ HD

Level Adjustment: Wyrmling +4; very young +4; young +6; others —

Bronze Dragons by Age

Age	Size	Hit Dice (hp)		Initiative				Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC	
		Str	Dex	Con	Int	Wis	Cha								
Wyrmling	S	6d12+6 (45)	13	10	13	14	15	14	+6/+3	+8	+6	+5	+7	2d6 (14)	—
Very young	M	9d12+18 (76)	15	10	15	14	15	14	+9/+11	+11	+8	+6	+8	4d6 (16)	—
Young	M	12d12+24 (102)	17	10	15	16	17	16	+12/+15	+15	+10	+8	+11	6d6 (18)	—
Juvenile	L	15d12+45 (142)	19	10	17	18	19	18	+15/+23	+18	+12	+9	+13	8d6 (20)	—
Young adult	L	18d12+72 (189)	23	10	19	18	19	18	+18/+28	+23	+15	+11	+15	10d6 (23)	23
Adult	H	21d12+105 (241)	27	10	21	20	21	20	+21/+37	+27	+17	+12	+17	12d6 (25)	25
Mature adult	H	24d12+120 (276)	29	10	21	20	21	20	+24/+41	+31	+19	+14	+19	14d6 (27)	27
Old	H	27d12+162 (337)	31	10	23	22	23	22	+27/+45	+35	+21	+15	+21	16d6 (29)	29
Very old	H	30d12+180 (375)	33	10	23	22	23	22	+30/+49	+39	+23	+17	+23	18d6 (31)	31
Ancient	G	33d12+231 (445)	35	10	25	24	25	24	+33/+57	+41	+25	+18	+25	20d6 (33)	33
Wyrm	G	36d12+288 (522)	37	10	27	26	27	26	+36/+61	+45	+28	+20	+28	22d6 (36)	36
Great wyrm	G	39d12+312 (565)	39	10	27	26	27	26	+39/+65	+49	+29	+21	+29	24d6 (37)	37

Bronze Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 100 ft.	+0	16 (+1 size, +5 natural),	Immunity to electricity, water	—	—

	(average), swim 60 ft.		touch 11, flat-footed 16	breathing, <i>speak with animals</i>	—	—
Very young	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	18 (+8 natural), touch 10, flat-footed 18		—	—
Young	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	21 (+11 natural), touch 10, flat-footed 21	Alternate form	1st	—
Juvenile	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	23 (-1 size, +14 natural), touch 9, flat-footed 23		3rd	—
Young adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	26 (-1 size, +17 natural), touch 9, flat-footed 26	DR 5/magic	5th	20
Adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	28 (-2 size, +20 natural), touch 8, flat-footed 28	<i>Create food and water, fog cloud</i>	7th	22
Mature adult	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	31 (-2 size, +23 natural), touch 8, flat-footed 31	DR 10/magic	9th	23
Old	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	34 (-2 size, +26 natural), touch 8, flat-footed 34	<i>Detect thoughts</i>	11th	25
Very old	40 ft., fly 150 ft. (poor), swim 60 ft.	+0	37 (-2 size, +29 natural), touch 8, flat-footed 37	DR 15/magic	13th	26
Ancient	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	38 (-4 size, +32 natural), touch 6, flat-footed 38	<i>Control water</i>	15th	28
Wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	41 (-4 size, +35 natural), touch 6, flat-footed 41	DR 20/magic	17th	29
Great wyrm	40 ft., fly 200 ft. (clumsy), swim 60 ft.	+0	44 (-4 size, +38 natural), touch 6, flat-footed 44	<i>Control weather</i>	19th	31

*Can also cast cleric spells and those from the Animal, Law, and Water domains as arcane spells.

A bronze wyrmling's scales are yellow tinged with green, showing only a hint of bronze. As the dragon approaches adulthood, its color deepens slowly to a darker, rich bronze tone. Very old dragons develop a blue-black tint to the edges of their scales. Powerful swimmers, they have webbed feet and smooth, flat scales. The pupils of its eyes fade as a dragon ages, until in the oldest the eyes resemble glowing green orbs.

Combat

Bronze dragons dislike killing animals and would rather bribe them (perhaps with food) or force them away magically. They use *detect thoughts* to learn intelligent creatures' intentions.

When attacking they blind their opponents with *fog cloud* and then charge or, if flying, snatch them up. Against seafaring opponents they conjure up a storm or use their tails to smash the vessels' hulls. If a dragon is inclined to be lenient, ships might be merely becalmed, fogbound, or broken-masted.

Breath Weapon (Su): Bronze dragons have two types of breath weapon, a line of lightning and a cone of *repulsion* gas.

Creatures within the cone must succeed on a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category of the dragon. This is a mind-affecting compulsion enchantment effect.

Water Breathing (Ex): A bronze dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Alternate Form (Su): A young or older bronze dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Spell-Like Abilities: At will—*speak with animals*; 3/day—*create food and water* (adult or older), *fog cloud* (adult or older), *detect thoughts* (old or older), *control water* (ancient or older); 1/day—*control weather* (great wyrm).

Skills: Disguise, Swim, and Survival are considered class skills for bronze dragons.

COPPER DRAGON

Dragon (Earth)

Environment: Warm hills

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 11; adult 14; mature adult 16; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25

Treasure: Triple standard

Alignment: Always chaotic good

Advancement: Wyrmling 6–7 HD; very young 9–10 HD; young 12–13 HD; juvenile 15–16 HD; young adult 18–19 HD; adult 21–22 HD; mature adult 24–25 HD; old 27–28 HD; very old 30–31 HD; ancient 33–34 HD; wyrm 36–37 HD; great wyrm 39+ HD

Level Adjustment: Wyrmling +2; very young +3; young +4; juvenile +4; others —

Copper Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	In t	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	5d12+5 (37)	11	10	13	12	13	12	+5/-3	+7	+5	+4	+5	2d4 (13)	—
Very young	S	8d12+8 (60)	13	10	13	12	13	12	+8/+5	+10	+7	+6	+7	4d4 (15)	—
Young	M	11d12+22 (93)	15	10	15	14	15	14	+11/+13	+13	+9	+7	+9	6d4 (17)	—
Juvenile	M	14d12+28 (119)	17	10	15	14	15	14	+14/+17	+17	+11	+9	+11	8d4 (19)	—
Young adult	L	17d12+51 (161)	19	10	17	16	17	16	+17/+25	+20	+13	+10	+13	10d4 (21)	21
Adult	L	20d12+80 (210)	23	10	19	16	17	16	+20/+30	+25	+16	+12	+15	12d4 (24)	23
Mature adult	H	23d12+115 (264)	27	10	21	18	19	18	+23/+39	+29	+18	+13	+17	14d4 (26)	25
Old	H	26d12+130 (299)	29	10	21	18	19	18	+26/+43	+33	+20	+15	+19	16d4 (28)	27
Very old	H	29d12+174 (362)	31	10	23	20	21	20	+29/+47	+37	+22	+16	+21	18d4 (30)	29
Ancient	H	32d12+192 (400)	33	10	23	20	21	20	+32/+51	+41	+24	+18	+23	20d4 (32)	31
Wyrm	G	35d12+245 (472)	35	10	25	22	23	22	+35/+59	+43	+26	+19	+25	22d4 (34)	33
Great wyrm	G	38d12+304 (551)	37	10	27	22	23	22	+38/+63	+47	+29	+21	+27	24d4 (37)	35

Copper Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 100 ft. (average)	+0	16 (+2 size, +4 natural), touch 12, flat-footed 16	Immunity to acid, spider climb	—	—
Very young	40 ft., fly 100 ft. (average)	+0	18 (+1 size, +7 natural), touch 11, flat-footed 18		—	—
Young	40 ft., fly 150 ft. (poor)	+0	20 (+10 natural), touch 10, flat-footed 20		1st	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	23 (+13 natural), touch 10, flat-footed 23		3rd	—
Young adult	40 ft., fly 150 ft. (poor)	+0	25 (-1 size, +16 natural), touch 9, flat-footed 25	DR 5/magic	5th	19
Adult	40 ft., fly 150 ft. (poor)	+0	28 (-1 size, +19 natural), touch 9, flat-footed 28	Stone shape	7th	21
Mature adult	40 ft., fly 150 ft. (poor)	+0	30 (-2 size, +22 natural), touch 8, flat-footed 30	DR 10/magic	9th	23
Old	40 ft., fly 150 ft. (poor)	+0	33 (-2 size, +25 natural), touch 8, flat-footed 33	Transmute rock to mud/mud to rock	11th	25
Very old	40 ft., fly 150 ft. (poor)	+0	36 (-2 size, +28 natural), touch 8, flat-footed 36	DR 15/magic	13th	26
Ancient	40 ft., fly 150 ft. (poor)	+0	39 (-2 size, +31 natural), touch 8, flat-footed 39	Wall of stone	15th	28
Wyrm	40 ft., fly 200 ft. (clumsy)	+0	40 (-4 size, +34 natural), touch 6, flat-footed 40	DR 20/magic	17th	29
Great wyrm	40 ft., fly 200 ft. (clumsy)	+0	43 (-4 size, +37 natural), touch 6, flat-footed 43	Move earth	19th	31

*Can also cast cleric spells and those from the Chaos, Earth, and Trickery domains as arcane spells.

At birth, a copper dragon's scales have a ruddy brown color with a metallic tint. As the dragon gets older, the scales become finer and more coppery, assuming a soft, warm gloss by young adult age. Very old dragons' scales pick up a green tint. A copper dragon's pupils fade with age, and the eyes of great wyrms resemble glowing turquoise orbs.

Combat

A copper dragon appreciates wit and usually doesn't harm creatures that can relate a joke, humorous story, or riddle the dragon has not heard before. It quickly gets annoyed with anyone who doesn't laugh at its jokes or accept its tricks with good humor. It likes to taunt and annoy opponents into giving up or acting foolishly.

An angry copper dragon prefers to mire foes using *transmute rock to mud*. The dragon pushes trapped opponents into the

mud or snatches and carries them aloft. A copper dragon tries to draw airborne enemies into narrow, stony gorges where it can use its spider climb ability and maneuver them into colliding with the walls.

Breath Weapon (Su): A copper dragon has two types of breath weapon, a line of acid and a cone of slow gas. Creatures within the cone must succeed on a Fortitude save or be slowed for 1d6 rounds plus 1 round per age category of the dragon.

Spider Climb (Ex): A copper dragon can climb on stone surfaces as though using the *spider climb* spell.

Spell-Like Abilities: 2/day—*stone shape* (adult or older); 1/day—*transmute rock to mud* or *mud to rock* (old or older), *wall of stone* (ancient or older), *move earth* (great wyrm).

Skills: Bluff, Hide, and Jump are considered class skills for copper dragons.

GOLD DRAGON

Dragon (Fire)

Environment: Warm plains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 5; very young 7; young 9; juvenile 11; young adult 14; adult 16; mature adult 19; old 21; very old 22; ancient 24; wyrm 25; great wyrm 27

Treasure: Triple standard

Alignment: Always lawful good

Advancement: Wyrmling 9–10 HD; very young 12–13 HD; young 15–16 HD; juvenile 18–19 HD; young adult 21–22 HD; adult 24–25 HD; mature adult 27–28 HD; old 30–31 HD; very old 33–34 HD; ancient 36–37 HD; wyrm 39–40 HD; great wyrm 42+ HD

Level Adjustment: Wyrmling +4; very young +5; young +6; others —

Gold Dragons by Age

Age	Size	Hit Dice (hp)			In t				Base Attack/ Grapple		Attac	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	M	8d12+16 (68)	17	10	15	14	15	14	+8/+11	+11	+8	+6	+8	2d10 (16)	—	
Very young	L	11d12+33 (104)	21	10	17	16	17	16	+11/+20	+15	+10	+7	+10	4d10 (18)	—	
Young	L	14d12+42 (133)	25	10	17	16	17	16	+14/+25	+20	+12	+9	+12	6d10 (20)	—	
Juvenile	L	17d12+68 (178)	29	10	19	18	19	18	+17/+30	+25	+14	+10	+14	8d10 (22)	—	
Young adult	H	20d12+100 (230)	31	10	21	18	19	18	+20/+38	+28	+17	+12	+16	10d10 (25)	24	
Adult	H	23d12+115 (264)	33	10	21	20	21	20	+23/+42	+32	+18	+13	+18	12d10 (26)	26	
Mature adult	H	26d12+156 (325)	35	10	23	20	21	20	+26/+46	+36	+21	+15	+20	14d10 (29)	28	
Old	G	29d12+203 (391)	39	10	25	24	25	24	+29/+55	+39	+23	+16	+23	16d10 (31)	31	
Very old	G	32d12+256 (464)	41	10	27	26	27	26	+32/+59	+43	+26	+18	+26	18d10 (34)	34	
Ancient	G	35d12+315 (542)	43	10	29	28	29	28	+35/+63	+47	+28	+19	+28	20d10 (36)	36	
Wyrm	C	38d12+380 (627)	45	10	31	30	31	30	+38/+71	+47	+31	+21	+31	22d10 (39)	39	
Great wyrm	C	41d12+451 (717)	47	10	33	32	33	32	+41/+75	+51	+33	+22	+33	24d10 (41)	41	

Gold Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	17 (+7 natural), touch 10, flat-footed 17	Alternate form, immunity to fire, vulnerability to cold, water breathing	—	—
Very young	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	19 (-1 size, +10 natural), touch 9, flat-footed 19		—	—
Young	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	22 (-1 size, +13 natural), touch 9, flat-footed 22	1st	—	
Juvenile	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	25 (-1 size, +16 natural), touch 9, flat-footed 25	<i>Bless</i>	3rd	—
Young adult	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	27 (-2 size, +19 natural), touch 8, flat-footed 27	DR 5/magic	5th	21

Adult	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	30 (−2 size, +22 natural), touch 8, flat-footed 30	<i>Luck bonus</i>	7th	23
Mature adult	60 ft., fly 200 ft. (poor), swim 60 ft.	+0	33 (−2 size, +25 natural), touch 8, flat-footed 33	DR 10/magic	9th	25
Old	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	34 (−4 size, +28 natural), touch 6, flat-footed 34	<i>Geas/quest, detect gems</i>	11th	27
Very old	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	37 (−4 size, +31 natural), touch 6, flat-footed 37	DR 15/magic	13th	28
Ancient	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	40 (−4 size, +34 natural), touch 6, flat-footed 40	<i>Sunburst</i> 15th	30	
Wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	39 (−8 size, +37 natural), touch 2, flat-footed 39	DR 20/magic	17th	31
Great wyrm	60 ft., fly 250 ft. (clumsy), swim 60 ft.	+0	42 (−8 size, +40 natural), touch 2, flat-footed 42	<i>Foresight</i>	19th	33

*Can also cast cleric spells and those from the Law, Luck, and Good domains as arcane spells.

On hatching, a gold dragon's scales are dark yellow with golden metallic flecks.

The flecks get larger as the dragon matures until, at the adult stage, the scales are completely golden. Gold dragons' faces are bewiskered and sagacious; as they age, their pupils fade until the eyes resemble pools of molten gold.

Combat

Gold dragons usually parley before fighting. When conversing with intelligent creatures, they use *Intimidate* and *Sense Motive* to gain the upper hand. In combat, they employ *bless* and their *luck bonus*; older dragons use their *luck bonus* at the start of each day. They make heavy use of spells in combat. Among their favorites are *cloudkill*, *delayed blast fireball*, *fire shield*, *globe of invulnerability*, *maze*, *sleep*, *slow*, and *stinking cloud*.

Breath Weapon (Su): A gold dragon has two types of breath weapon, a cone of fire and a cone of weakening gas. Creatures within a cone of weakening gas must succeed on a Fortitude save or take 1 point of Strength damage per age category of the dragon.

Alternate Form (Su): A gold dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Water Breathing (Ex): A gold dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged (the cone of fire becomes a cone of superheated steam underwater).

Luck Bonus (Sp): Once per day an adult or older gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature in a 10-foot radius per age category of the dragon receives a +1 luck bonus on all saving throws and similar rolls, as for a *stone of good luck*. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours plus 3 hours per age category of the dragon but ends if the gem is destroyed. This ability is the equivalent of a 2nd-level spell.

Detect Gems (Sp): An old or older gold dragon can use this ability three times per day. This is a divination effect similar to a *detect magic* spell, except that it finds only gems. The dragon can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any gems within the arc; 2 rounds of concentration reveal the exact number of gems; and 3 rounds reveal their exact location, type, and value. This ability is the equivalent of a 2ndlevel spell.

Other Spell-Like Abilities: 3/day—*bless* (juvenile or older); 1/day—*geas/quest* (old or older), *sunburst* (ancient or older), *foresight* (great wyrm).

Skills: Disguise, Heal, and Swim are considered class skills for gold dragons.

SILVER DRAGON

Dragon (Cold)

Environment: Temperate mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrm 24; great wyrm 26

Treasure: Triple standard

Alignment: Always lawful good

Advancement: Wyrmling 8–9 HD; very young 11–12 HD; young 14–15 HD; juvenile 17–18 HD; young adult 20–21 HD; adult 23–24 HD; mature adult 26–27 HD; old 29–30 HD; very old 32–33 HD; ancient 35–36 HD; wyrm 38–39 HD; great wyrm 41+ HD

Level Adjustment: Wyrmling +4; very young +4; young +5; others —

Silver Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	In t	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	7d12+7 (52)	13	10	13	14	15	14	+7/+4	+9	+6	+5	+7	2d8 (14)	—
Very young	M	10d12+20 (85)	15	10	15	14	15	14	+10/+12	+12	+9	+7	+9	4d8 (17)	—
Young	M	13d12+26 (110)	17	10	15	16	17	16	+13/+16	+16	+10	+8	+11	6d8 (18)	—
Juvenile	L	16d12+48 (152)	19	10	17	18	19	18	+16/+24	+19	+13	+10	+14	8d8 (21)	—
Young adult	L	19d12+76 (199)	23	10	19	18	19	18	+19/+29	+24	+15	+11	+15	10d8 (23)	23
Adult	H	22d12+110 (253)	27	10	21	20	21	20	+22/+38	+28	+18	+13	+18	12d8 (26)	26
Mature adult	H	25d12+125 (287)	29	10	21	20	21	20	+25/+42	+32	+19	+14	+19	14d8 (27)	27
Old	H	28d12+168 (350)	31	10	23	22	23	22	+28/+46	+36	+22	+16	+22	16d8 (30)	30
Very old	H	31d12+186 (387)	33	10	23	24	25	24	+31/+50	+40	+23	+17	+24	18d8 (31)	32
Ancient	G	34d12+238 (459)	35	10	25	26	27	26	+34/+58	+42	+26	+19	+27	20d8 (34)	35
Wyrm	G	37d12+333 (573)	39	10	29	28	29	28	+37/+63	+47	+29	+20	+29	22d8 (37)	37
Great wyrm	C	40d12+400 (660)	43	10	31	30	31	30	+40/+72	+48	+32	+22	+32	24d8 (40)	40

Silver Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 100 ft. (average)	+0	17 (+1 size, +6 natural), touch 11, flat-footed 17	Alternate form, immunity to acid and cold, cloudwalking, vulnerability to fire	—	—
Very young	40 ft., fly 150 ft. (poor)	+0	19 (+9 natural), touch 10, flat-footed 19		—	—
Young	40 ft., fly 150 ft. (poor)	+0	22 (+12 natural), touch 10, flat-footed 22		1st	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	24 (-1 size, +15 natural), touch 9, flat-footed 24	<i>Feather fall</i>	3rd	—
Young adult	40 ft., fly 150 ft. (poor)	+0	27 (-1 size, +18 natural), touch 9, flat-footed 27	DR 5/magic	5th	20
Adult	40 ft., fly 150 ft. (poor)	+0	29 (-2 size, +21 natural), touch 8, flat-footed 29	<i>Fog cloud</i>	7th	22
Mature adult	40 ft., fly 150 ft. (poor)	+0	32 (-2 size, +24 natural), touch 8, flat-footed 32	DR 10/magic	9th	24
Old	40 ft., fly 150 ft. (poor)	+0	35 (-2 size, +27 natural), touch 8, flat-footed 35	<i>Control winds</i>	11th	26
Very old	40 ft., fly 150 ft. (poor)	+0	38 (-2 size, +30 natural), touch 8, flat-footed 38	DR 15/magic	13th	27
Ancient	40 ft., fly 200 ft. (clumsy)	+0	39 (-4 size, +33 natural), touch 6, flat-footed 39	<i>Control weather</i>	15th	29
Wyrm	40 ft., fly 200 ft. (clumsy)	+0	42 (-4 size, +36 natural), touch 6, flat-footed 42	DR 20/magic	17th	30
Great wyrm	40 ft., fly 200 ft. (clumsy)	+0	41 (-8 size, +39 natural), touch 2, flat-footed 41	<i>Reverse gravity</i>	19th	32

*Can also cast cleric spells and those from the Air, Good, Law, and Sun domains as arcane spells.

A silver wyrmling's scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color gradually brightens until the individual scales are scarcely visible.

Combat

Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. If necessary, they use *fog cloud* or *control weather* to blind or confuse opponents before attacking. When angry, they use *reverse gravity* to fling enemies helplessly into the air, where they can be snatched. Against flying opponents, a silver dragon hides in clouds (creating some with *control weather* on clear days), then jumps to the attack when it has the advantage.

Breath Weapon (Su): A silver dragon has two types of breath weapon, a cone of cold and a cone of paralyzing gas. Creatures within a cone of paralyzing gas must succeed on a Fortitude save or be paralyzed for 1d6 rounds plus 1 round per age

category of the dragon.

Alternate Form (Su): A silver dragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Cloudwalking (Su): A silver dragon can tread on clouds or fog as though on solid ground. The ability functions continuously but can be negated or resumed at will.

Spell-Like Abilities: 3/day—*fog cloud* (adult or older), *control winds* (old or older); 2/day—*feather fall* (juvenile or older); 1/day—*control weather* (ancient or older), *reverse gravity* (great wyrm).

Skills: Bluff, Disguise, and Jump are considered class skills for silver dragons.

DRAGON TURTLE

Huge Dragon (Aquatic)

Hit Dice:	12d12+60 (138 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	25 (-2 size, +17 natural), touch 8, flat-footed 25
Base Attack/Grapple:	+12/+28
Attack:	Bite +18 melee (4d6+8)
Full Attack:	Bite +18 melee (4d6+8) and 2 claws +13 melee (2d8+4)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Breath weapon, snatch, capsizing
Special Qualities:	Darkvision 60 ft., immunity to fire, <i>sleep</i> , and paralysis, low-light vision, scent
Saves:	Fort +13, Ref +8, Will +9
Abilities:	Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12
Skills:	Diplomacy +3, Hide +7*, Intimidate +16, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Swim +21
Feats:	Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	9
Treasure:	Triple standard
Alignment:	Usually neutral
Advancement:	13–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment:	—

Its rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell resemble light dancing on open water. The turtle's legs, tail, and head are a lighter green, flecked with golden highlights. An adult dragon turtle can measure from 20 to 30 feet from snout to tail, with a shell from 15 to 25 feet in diameter, and can weigh 8,000 to 32,000 pounds.

Dragon turtles speak Aquan, Draconic, and Common.

COMBAT

Dragon turtles are fierce fighters and generally attack any creature that threatens their territory or looks like a potential meal.

Breath Weapon (Su): Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 21 half; effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex): A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Skills: A dragon turtle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

*Dragon turtles have a +8 racial bonus on Hide checks when submerged.

DRAGONNE

Large Magical Beast

Hit Dice:	9d10+27 (76 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), fly 30 ft. (poor)
Armor Class:	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+9/+17
Attack:	Bite +12 melee (2d6+4)
Full Attack:	Bite +12 melee (2d6+4) and 2 claws +7 melee (2d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, roar
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +9, Ref +8, Will +4
Abilities:	Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12
Skills:	Listen +11, Spot +11
Feats:	Blind-Fight, Combat Reflexes, Improved Initiative, Track
Environment:	Temperate deserts
Organization:	Solitary, pair, or pride (5–10)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Usually neutral
Advancement:	10–12 HD (Large); 13–27 HD (Huge)
Level Adjustment:	+4 (cohort)

A dragonne possesses huge claws and fangs, and large eyes, usually the color of its scales. A dragonne is about 12 feet long and weighs about 700 pounds.

Dragonnes speak Draconic.

COMBAT

A dragonne's wings are useful only for short flights, carrying the creature for 10 to 30 minutes at a time. Nevertheless, it uses its wings effectively in battle. If opponents attempt to charge or encircle it, the dragonne simply takes to the air and finds a more defensible position.

Pounce (Ex): If a dragonne charges, it can make a full attack in the same round.

Roar (Su): A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on a DC 15 Will save or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based.

Skills: Dragonnes have a +4 racial bonus on Listen and Spot checks.

Carrying Capacity: A light load for a dragonne is up to 348 pounds; a medium load, 349–699 pounds, and a heavy load, 700–1,050 pounds.

DRIDER

Large Aberration

Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+4/+10
Attack:	Dagger +5 melee (1d6+2/19–20) or bite +6 melee (1d4+1 plus poison) or shortbow +5 ranged (1d8/x3)
Full Attack:	2 daggers +3 melee (1d6+2/19–20, 1d6+1/19–20) and bite +1 melee (1d4+1 plus poison); or shortbow +5 ranged (1d8/x3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Spells, spell-like abilities, poison
Special Qualities:	Darkvision 60 ft., spell resistance 17
Saves:	Fort +5, Ref +4, Will +8

Abilities:	Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16
Skills:	Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9
Feats:	Combat Casting, Two-Weapon Fighting, Weapon Focus (bite)
Environment:	Underground
Organization:	Solitary, pair, or troupe (1–2 plus 7–12 Medium monstrous spiders)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	By character class

Level Adjustment: +4

Driders speak Elven, Common, and Undercommon.

COMBAT

Driders seldom pass up an opportunity to attack other creatures, especially from ambush. They usually begin with a spell assault and often levitate out of the enemy's reach.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells: Driders cast spells as 6th-level clerics, wizards, or sorcerers. Driider clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a driider sorcerer.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st—*mage armor*, *magic missile*, *ray of enfeeblement*, *silent image*; 2nd—*invisibility*, *web*; 3rd—*lightning bolt*.

Skills: A driider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

DRYAD

Medium Fey

Hit Dice:	4d6 (14 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+2/+2
Attack:	Dagger +6 melee (1d4/19–20) or masterwork longbow +7 ranged (1d8/x3)
Full Attack:	Dagger +6 melee (1d4/19–20) or masterwork longbow +7 ranged (1d8/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 5/cold iron, tree dependent, wild empathy
Saves:	Fort +3, Ref +8, Will +6
Abilities:	Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18
Skills:	Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9, Use Rope +4 (+6 with bindings)
Feats:	Great Fortitude, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or grove (4–7)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic good

Advancement: By character class

Level Adjustment: —

A dryad's delicate features are much like a female elf's, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons.

Although they are generally solitary, up to seven dryads have been encountered in one place on rare occasions.

Dryads speak Common, Elven, and Sylvan.

COMBAT

Shy, intelligent, and resolute, dryads are as elusive as they are alluring—they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad uses *charm person* or *suggestion*, attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on her tree, however, provokes the dryad into a frenzied defense.

Spell-Like Abilities: At will—*entangle* (DC 13), *speak with plants*, *tree shape*; 3/day—*charm person* (DC 13), *deep slumber* (DC 15), *tree stride*; 1/day—*suggestion* (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

DWARF

Dwarf, 1st-Level Warrior		Duergar, 1st-Level Warrior
Medium Humanoid (Dwarf)		Medium Humanoid (Dwarf)
Hit Dice:	1d8+2 (6 hp)	1d8+5 (9 hp)
Initiative:	+0	+0
Speed:	20 ft. in scale mail (4 squares); base speed 20 ft.	20 ft. in chainmail (4 squares); base speed 20 ft.
Armor Class:	16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16	17 (+5 chainmail, +2 heavy shield), touch 10, flat-footed 17
Base	+1/+2	+1/+2
Attack/Grapple:		
Attack:	Dwarven waraxe +3 melee (1d10+1/x3) or shortbow +1 ranged (1d6/x3)	Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19–20)
Full Attack:	Dwarven waraxe +3 melee (1d10+1/x3) or shortbow +1 ranged (1d6/x3)	Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19–20)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Dwarf traits	Duergar traits, spell-like abilities
Special Qualities:	Darkvision 60 ft., dwarf traits	Darkvision 60 ft., duergar traits
Saves:	Fort +4*, Ref +0*, Will –1*	Fort +4*, Ref +0*, Will –1*
Abilities:	Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6	Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4
Skills:	Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2	Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently –4, Spot +2
Feats:	Weapon Focus (dwarven waraxe)	Toughness
Environment:	Temperate mountains (Deep: Underground)	Underground
Organization:	Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or clan (30–100 plus 30% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)	Team (2–4), squad (9–16 plus 3 3rd-level sergeants and 1 leader of 3rd–8th level) or clan (20–80 plus 25% noncombatants plus 1 3rd-level sergeant per 5 adults, 3–6 6th-level lieutenants, and 1–4 9th-level captains)
Challenge Rating:	½	1
Treasure:	Standard coins; double goods; standard items	Standard coins, double goods, standard items
Alignment:	Often lawful good (Deep: Usually lawful neutral or neutral)	Often lawful evil
Advancement:	By character class	By character class
Level Adjustment:	+0	+1

Dwarves favor earth tones in their clothing and prefer simple and functional garb. The skin can be very dark, but it is always

some shade of tan or brown. Hair color can be black, gray, or brown. Dwarves average 4 feet tall and weigh as much as adult humans.

Dwarves speak Dwarven. Most who travel outside dwarven lands (as traders, mercenaries, or adventurers) know the Common tongue, while warriors in the dwarven cities usually learn Goblin to better interrogate and spy on those evil denizens of the deep caves.

Most dwarves encountered outside their home are warriors.

COMBAT

Dwarves are experts in combat, effectively using their environment and executing well-planned group attacks. They rarely use magic in fights, since they have few wizards or sorcerers (but dwarven clerics throw themselves into battle as heartily as their fellow warriors). If they have time to prepare, they may build deadfalls or other traps involving stone. In addition to the dwarven waraxe and thrown hammer, dwarves also use warhammers, picks, shortbows, heavy crossbows, and maces.

Dwarf Traits (Ex): Dwarves possess the following racial traits.

— +2 Constitution, -2 Charisma.

— Medium size.

— A dwarf's base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.

— Darkvision out to 60 feet.

— Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

— Weapon Familiarity: Dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

— Stability: Dwarves are exceptionally stable on their feet. A dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

— +2 racial bonus on saving throws against poison. *Not reflected in the saving throw numbers given here.

— +2 racial bonus on saving throws against spells and spell-like effects. *Not reflected in the saving throw numbers given here.

— +1 racial bonus on attack rolls against orcs (including halforcs) and goblinoids (including goblins, hobgoblins, and bugbears).

— +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).

— +2 racial bonus on Appraise checks that are related to stone or metal items.

— +2 racial bonus on Craft checks that are related to stone or metal.

— Automatic Languages: Common, Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, Undercommon.

— Favored Class: Fighter.

The dwarf warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

SUBRACES

The information above is for hill dwarves, the most common variety.

There are three other major dwarven subraces, which differ from hill dwarves as follows.

Deep Dwarf

These dwarves live far underground and tend to be more standoffish with non-dwarves.

Deep dwarves are the same height as other dwarves, but leaner. Their skin sometimes has a reddish tinge, and their large eyes lack the brightness of those of their kindred, being a washed-out blue. Their hair color ranges from bright red to straw blond. They have little contact with surface dwellers, relying on hill dwarves or mountain dwarves to trade goods for them. Deep dwarves speak Dwarven and Goblin, and occasionally Draconic or Undercommon.

Deep Dwarf Traits (Ex): These traits are in addition to the hill dwarf traits, except where noted.

— Racial bonus on saves against spells and spell-like abilities increases to +3.

— Racial bonus on Fortitude saves against poisons increases to +3.

— Darkvision out to 90 feet.

— Light Sensitivity: Deep dwarves are dazzled in bright sunlight or within the radius of a *daylight* spell.

Duergar

Sometimes called gray dwarves, these evil beings dwell in the underground.

Most duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. In their lairs

they may wear jewelry, but it is always kept dull. They war with other dwarves, even allying with other underground creatures from time to time.

Duergar speak Dwarven and Undercommon.

Duergar Traits (Ex): These traits are in addition to the hill dwarf traits, except where noted.

— —4 Charisma instead of —2.

— Darkvision out to 120 feet.

— Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf's +2 racial bonus on saving throws against poison.

— +2 racial bonus on saves against spells and spell-like abilities.

— Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

— Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.

— +4 racial bonus on Move Silently checks.

— +1 racial bonus on Listen and Spot checks.

— Automatic Languages: Common, Dwarven, Undercommon.

Bonus Languages: Draconic, Giant, Goblin, Orc, Terran. This trait replaces the hill dwarf's automatic and bonus languages.

— Favored Class: Fighter.

— Level adjustment +1

— Unlike other dwarves, duergar do not have weapon familiarity with the dwarven waraxe and dwarven urgrosh.

The duergar warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Duergar with levels in NPC classes have a CR equal to their character level. Duergar with levels in PC classes have a CR equal to their character level +1.

Mountain Dwarf

Mountain dwarves live deeper under the mountains than hill dwarves but generally not as far underground as deep dwarves. They average about 4-1/2 feet tall and have lighter skin and hair than hill dwarves, but the same general appearance.

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MONSTERS (E-F)

EAGLE, GIANT

Large Magical Beast

Hit Dice:	4d10+4 (26 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, evasion
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3
Feats:	Alertness, Flyby Attack
Environment:	Temperate mountains
Organization:	Solitary, pair, or eyrie (5–12)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	+2 (cohort)

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds.

Giant eagles speak Common and Auran.

COMBAT

A giant eagle typically attacks from a great height, diving earthward at tremendous speed. When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes.

A solitary giant eagle is typically hunting or patrolling in the vicinity of its nest and generally ignores creatures that do not appear threatening. A mated pair attacks in concert, making repeated diving attacks to drive away intruders, and fights to the death to defend their nest or hatchlings.

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a giant eagle takes no damage.

Skills: Giant eagles have a +4 racial bonus on Spot checks.

TRAINING A GIANT EAGLE

Although intelligent, a giant eagle requires training before it can bear a rider in combat. To be trained, a giant eagle must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant eagle requires six weeks of work and a DC 25 Handle Animal check.

Riding a giant eagle requires an exotic saddle. A giant eagle can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Giant eagle eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant eagle.

Carrying Capacity: A light load for a giant eagle is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

ELEMENTAL

Elementals are incarnations of the elements that compose existence.

COMBAT

Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

AIR ELEMENTAL

	Air Elemental, Small	Air Elemental, Medium	Air Elemental, Large
	Small Elemental (Air, Extraplanar)	Medium Elemental (Air, Extraplanar)	Large Elemental (Air, Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+7	+9	+11
Speed:	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	18 (+5 Dex, +3 natural), touch 15, flat-footed 13	20 (-1 size, +7 Dex, +4 natural), touch 16, flat-footed 13
Base	+1/-3	+3/+4	+6/+12
Attack/Grapple:			
Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	Slam +12 melee (2d6+2)
Full Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	2 slams +12 melee (2d6+2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Air mastery, whirlwind	Air mastery, whirlwind	Air mastery, whirlwind
Special Qualities:	Darkvision 60 ft., elemental traits	Darkvision 60 ft., elemental traits	Damage reduction 5/–, darkvision 60 ft., elemental traits
Saves:	Fort +0, Ref +6, Will +0	Fort +3, Ref +9, Will +1	Fort +5, Ref +13, Will +2
Abilities:	Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B	Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B	Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	–	–	–

	Air Elemental, Huge	Air Elemental, Greater	Air Elemental, Elder
	Huge Elemental (Air, Extraplanar)	Huge Elemental (Air, Extraplanar)	Huge Elemental (Air, Extraplanar)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+13	+14	+15
Speed:	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)
Armor Class:	21 (-2 size, +9 Dex, +4 natural), touch 17, flat-footed 12	26 (-2 size, +10 Dex, +8 natural), touch 18, flat-footed 16	27 (-2 size, +11 Dex, +8 natural), touch 19, flat-footed 16
Base	+12/+24	+15/+28	+18/+32
Attack/Grapple:			
Attack:	Slam +19 melee (2d8+4)	Slam +23 melee (2d8+5)	Slam +27 melee (2d8+6)
Full Attack:	2 slams +19 melee (2d8+4)	2 slams +23 melee (2d8+5)	2 slams +27 melee (2d8+6)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Air mastery, whirlwind	Air mastery, whirlwind	Air mastery, whirlwind
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits	Damage reduction 10/–, darkvision 60 ft., elemental traits	Damage reduction 10/–, darkvision 60 ft., elemental traits
Saves:	Fort +9, Ref +19, Will +5	Fort +11, Ref +22, Will +9	Fort +12, Ref +25, Will +10
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11	Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11

Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Mobility, Spring Attack, Weapon Finesse ^B	Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B	Alertness, Blind-fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B
Environment:	Elemental Plane of Air	Elemental Plane of Air	Elemental Plane of Air
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

Air elementals speak Auran, though they rarely choose to do so.

Combat

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet.

Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Air Elemental Sizes

Elemental	Height	Weight	Whirlwind		
			Save DC	Damage	Height
Small	4 ft.	1 lb.	11	1d4	10–20 ft.
Medium	8 ft.	2 lb.	13	1d6	10–30 ft.
Large	16 ft.	4 lb.	16	2d6	10–40 ft.
Huge	32 ft.	8 lb.	22	2d8	10–50 ft.
Greater	36 ft.	10 lb.	25	2d8	10–60 ft.
Elder	40 ft.	12 lb.	28	2d8	10–60 ft.

EARTH ELEMENTAL

Earth Elemental, Small

Earth Elemental, Medium

Earth Elemental, Large

	Small Elemental (Earth, Extraplanar)	Medium Elemental (Earth, Extraplanar)	Large Elemental (Earth, Extraplanar)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	-1	-1	-1
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	17 (+1 size, -1 Dex, +7 natural), touch 10, flat-footed 17	18 (-1 Dex, +9 natural), touch 9, flat-footed 18	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base	+1/+0	+3/+8	+6/+17
Attack/Grapple:			
Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	Slam +12 melee (2d8+7)
Full Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	2 slams +12 melee (2d8+7)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Earth mastery, push	Earth mastery, push	Earth mastery, push
Special Qualities:	Darkvision 60 ft., earth glide, elemental traits	Darkvision 60 ft., earth glide, elemental traits	Damage reduction 5/-, earth glide, darkvision 60 ft., elemental traits
Saves:	Fort +4, Ref -1, Will +0	Fort +7, Ref +0, Will +1	Fort +10, Ref +1, Will +2
Abilities:	Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11	Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11	Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +3, Spot +2	Listen +4, Spot +3	Listen +6, Spot +5
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

	Earth Elemental, Huge	Earth Elemental, Greater	Earth Elemental, Elder
	Huge Elemental (Earth, Extraplanar)	Huge Elemental (Earth, Extraplanar)	Huge Elemental (Earth, Extraplanar)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	-1	-1	-1
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18	20 (-2 size, -1 Dex, +13 natural), touch 7, flat-footed 20	22 (-2 size, -1 Dex, +15 natural), touch 7, flat-footed 22
Base	+12/+29	+15/+33	+18/+37
Attack/Grapple:			
Attack:	Slam +19 melee (2d10+9)	Slam +23 melee (2d10+10)	Slam +27 melee (2d10+11/19–20)
Full Attack:	2 slams +19 melee (2d10+9)	2 slams +23 melee (2d10+10) 2	slams +27 melee (2d10+11/19–20)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Earth mastery, push	Earth mastery, push	Earth mastery, push
Special Qualities:	Damage reduction 5/-, earth glide, darkvision 60 ft., elemental traits	Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits	Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits
Saves:	Fort +15, Ref +4, Will +7	Fort +17, Ref +6, Will +9	Fort +19, Ref +7, Will +10
Abilities:	Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11	Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11	Str 33, Dex 8, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +10, Spot +9	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth

Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level	—	—	—

Adjustment:

When summoned to the Material Plane, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from.

Earth elementals speak Terran but rarely choose to do so.

Combat

Though an earth elemental moves slowly, it is a relentless opponent. It can travel though solid ground or stone as easily as humans walk on the earth's surface. It cannot swim, however, and must either walk around a body of water or go through the ground under it. An earth elemental can move along the bottom of a body of water but prefers not to.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Elemental Sizes

Elemental	Height	Weight	Elemental	Height	Weight
Small	4 ft.	80 lb.	Huge	32 ft.	48,000 lb.
Medium	8 ft.	750 lb.	Greater	36 ft.	54,000 lb.
Large	16 ft.	6,000 lb.	Elder	40 ft.	60,000 lb.

FIRE ELEMENTAL

	Fire Elemental, Small	Fire Elemental, Medium	Fire Elemental, Large
	Small Elemental (Fire, Extraplanar)	Medium Elemental (Fire, Extraplanar)	Large Elemental (Fire, Extraplanar)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+5	+7	+9
Speed:	50 ft. (10 squares)	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	18 (-1 size, +5 Dex, +4 natural), touch 14, flat-footed 13
Base	+1/-3	+3/+4	+6/+12
Attack/Grapple:			
Attack:	Slam +3 melee (1d4 plus 1d4 fire)	Slam +6 melee (1d6+1 plus 1d6 fire)	Slam +10 melee (2d6+2 plus 2d6 fire)
Full Attack:	Slam +3 melee (1d4 plus 1d4 fire)	Slam +6 melee (1d6+1 plus 1d6 fire)	2 slams +10 melee (2d6+2 plus 2d6 fire)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +0, Ref +4, Will +0	Fort +3, Ref +7, Will +1	Fort +5, Ref +11, Will +2
Abilities:	Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Dodge, Improved Initiative ^B , Weapon Finesse ^B	Dodge, Improved Initiative ^B , Mobility, Weapon Finesse ^B	Dodge, Improved Initiative ^B , Mobility, Spring Attack, Weapon

Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Finesse ^B
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—
Fire Elemental, Huge	Fire Elemental, Greater	Fire Elemental, Elder	
Huge Elemental (Fire, Extraplanar)	Huge Elemental (Fire, Extraplanar)	Huge Elemental (Fire, Extraplanar)	
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+11	+12	+13
Speed:	60 ft. (12 squares)	60 ft. (12 squares)	60 ft. (12 squares)
Armor Class:	19 (–2 size, +7 Dex, +4 natural), touch 15, flat-footed 12	24 (–2 size, +8 Dex, +8 natural), touch 16, flat-footed 16	25 (–2 size, +9 Dex, +8 natural), touch 17, flat-footed 16
Base Attack/Grapple:	+12/+24	+15/+28	+18/+32
Attack:	Slam +17 melee (2d8+4 plus 2d8 fire)	Slam +22 melee (2d8+5 plus 2d8 fire)	Slam +26 melee (2d8+6 plus 2d8 fire)
Full Attack:	2 slams +17 melee (2d8+4 plus 2d8 fire)	2 slams +22 melee (2d8+5 plus 2d8 fire)	2 slams +26 melee (2d8+6 plus 2d8 fire)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Burn	Burn	Burn
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold	Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold
Saves:	Fort +9, Ref +17, Will +7	Fort +11, Ref +20, Will +9	Fort +14, Ref +23, Will +10
Abilities:	Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11	Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +28, Spot +29
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative ^B , Iron Will, Mobility, Spring Attack, Weapon Finesse ^B	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative ^B , Iron Will, Mobility, Spring Attack, Weapon Finesse ^B , Weapon Focus (slam)	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative ^B , Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse ^B , Weapon Focus (slam)
Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassible barrier unless the fire elemental can step or jump over it.

Fire elementals speak Ignan, though they rarely choose to do so.

Combat

A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning the creatures and objects of the Material Plane to ashes.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4

rounds. The save DC varies with the elemental's size (see the table below). A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

Fire Elemental Sizes

Elemental	Height	Weight	Burn Save DC
Small	4 ft.	1 lb.	11
Medium	8 ft.	2 lb.	14
Large	16 ft.	4 lb.	17
Huge	32 ft.	8 lb.	22
Greater	36 ft.	10 lb.	24
Elder	40 ft.	12 lb.	26

WATER ELEMENTAL

	Water Elemental, Small	Water Elemental, Medium	Water Elemental, Large
	Small Elemental (Water, Extraplanar)	Medium Elemental (Water, Extraplanar)	Large Elemental (Water, Extraplanar)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	+0	+1	+2
Speed:	20 ft. (4 squares), swim 90 ft.	20 ft. (4 squares), swim 90 ft.	20 ft. (4 squares), swim 90 ft.
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17	19 (+1 Dex, +8 natural), touch 11, flat-footed 18	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base	+1/-1	+3/+6	+6/+15
Attack/Grapple:			
Attack:	Slam +4 melee (1d6+3)	Slam +6 melee (1d8+4)	Slam +10 melee (2d8+5)
Full Attack:	Slam +4 melee (1d6+3)	Slam +6 melee (1d8+4)	2 slams +10 melee (2d8+5)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Water mastery, drench, vortex	Water mastery, drench, vortex	Water mastery, drench, vortex
Special Qualities:	Darkvision 60 ft., elemental traits	Darkvision 60 ft., elemental traits	Damage reduction 5/–, darkvision 60 ft., elemental traits
Saves:	Fort +4, Ref +0, Will +0	Fort +7, Ref +2, Will +1	Fort +10, Ref +4, Will +2
Abilities:	Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11	Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11	Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

	Water Elemental, Huge	Water Elemental, Greater	Water Elemental, Elder
	Huge Elemental (Water, Extraplanar)	Huge Elemental (Water, Extraplanar)	Huge Elemental (Water, Extraplanar)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+4	+5	+6
Speed:	30 ft. (6 squares), swim 120 ft.	30 ft. (6 squares), swim 120 ft.	30 ft. (6 squares), swim 120 ft.
Armor Class:	21 (-2 size, +4 Dex, +9 natural), touch 12, flat-footed 17	22 (-2 size, +5 Dex, +9 natural), touch 13, flat-footed 17	23 (-2 size, +6 Dex, +9 natural), touch 14, flat-footed 17
Base	+12/+27	+15/+31	+18/+35
Attack/Grapple:			
Attack:	Slam +17 melee (2d10+7)	Slam +21 melee (2d10+8)	Slam +25 melee (2d10+9/19–20)
Full Attack:	2 slams +17 melee (2d10+7)	2 slams +21 melee (2d10+8)	2 slams +25 melee (2d10+9/19–20)

			20)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Water mastery, drench, vortex	Water mastery, drench, vortex	Water mastery, drench, vortex
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., elemental traits	Damage reduction 10/–, darkvision 60 ft., elemental traits	Damage reduction 10/–, darkvision 60 ft., elemental traits
Saves:	Fort +15, Ref +9, Will +7	Fort +17, Ref +14, Will +9	Fort +19, Ref +16, Will +10
Abilities:	Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11	Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11	Str 28, Dex 22, Con 21, Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness, Cleave, Great Cleave, Power Attack, Improved Bull Rush, Iron Will	Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack	Alertness, Cleave, Great Cleave, Improved Critical (slam), Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

A water elemental can't venture more than 180 feet from the body of water from which it was conjured.

Water elementals speak Aquan but rarely choose to do so.

Combat

A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind its opponents.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed on a Reflex save when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a

diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Water Elemental Sizes

Vortex					
Elemental	Height	Weight	Save DC	Damage	Height
Small	4 ft.	34 lb.	13	1d4	10–20 ft.
Medium	8 ft.	280 lb.	15	1d6	10–30 ft.
Large	16 ft.	2,250 lb.	19	2d6	10–40 ft.
Huge	32 ft.	18,000 lb.	25	2d8	10–50 ft.
Greater	36 ft.	21,000 lb.	28	2d8	10–60 ft.
Elder	40 ft.	24,000 lb.	31	2d8	10–60 ft.

ELF

Elf, 1st-Level Warrior

Drow, 1st-Level Warrior

	Medium Humanoid (Elf)	Medium Humanoid (Elf)
Hit Dice:	1d8 (4 hp)	1d8 (4 hp)
Initiative:	+1	+1
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14	16 (+1 Dex, +4 chain shirt, +1 light shield) touch 11, flat-footed 15
Base	+1/+2	+1/+2
Attack/Grapple:		
Attack:	Longsword +2 melee (1d8+1/19–20) or longbow +3 ranged (1d8/x3)	Rapier +3 melee (1d6+1/18–20) or hand crossbow +2 ranged (1d4/19–20)
Full Attack:	Longsword +2 melee(1d8+1/19–20) or longbow +3 ranged (1d8/x3)	Rapier +3 melee (1d6+1/18–20) or hand crossbow +2 ranged (1d4/19–20)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	None	Poison, spell-like abilities
Special Qualities:	Elven traits	Drow traits, spell resistance 12
Saves:	Fort +2, Ref +1, Will –1*	Fort +2, Ref +1, Will –1*
Abilities:	Str 13, Dex 13, Con 10, Int 10, Wis 9, Cha 8	Str 13, Dex 13, Con 10, Int 12, Wis 9, Cha 10
Skills:	Hide +1, Listen +2, Search +3, Spot +2	Hide +0, Listen +2, Search +4, Spot +3
Feats:	Weapon Focus (longbow)	Weapon Focus (rapier)
Environment:	Temperate forest (Half-elf: Temperate forests) (Aquatic: Temperate aquatic) (Gray: Temperate mountains) (Wild: Warm forests) (Wood: Temperate forests)	Underground
Organization:	Squad (2–4), company (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 20% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)	Squad (2–4), patrol (5–8 plus 2 2nd-level sergeants and 1 leader of 3rd–6th level), or band (20–50 plus 10% noncombatants plus 1 2nd-level sergeant per 5 adults, 2d4 6th-level lieutenants, and 1d4 9th-level captains)
Challenge Rating:	1/2	1 (see text)
Treasure:	Standard	Standard
Alignment:	Usually chaotic good (Wood: Usually neutral)	Usually neutral evil
Advancement:	By character class	By character class
Level	+0	+2

Adjustment:

Elves average 5 feet tall and typically weigh just over 100 pounds. They live on fruits and grains, though they occasionally hunt for fresh meat. Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest.

Elves speak Elven, and most also know Common and Sylvan.

Most elves encountered outside their homes are warriors; the information presented here is for one of 1st level.

COMBAT

Elves are cautious warriors and take time to analyze their opponents and the location of the fight if at all possible, maximizing their advantage by using ambushes, snipers, and camouflage. They prefer to fire from cover and retreat before they are found, repeating this maneuver until all of their enemies are dead.

They prefer longbows, shortbows, rapiers, and longswords. In melee, elves are graceful and deadly, using complex maneuvers that are beautiful to observe. Their wizards often use *sleep* spells during combat because these won't affect other elves.

Elf Traits (Ex): Elves possess the following racial traits.

— +2 Dexterity, -2 Constitution.

—Medium size.

—An elf's base land speed is 30 feet.

—Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.
(Not reflected in the saving throw modifiers given here.)

—Low-light vision.

—Weapon Proficiency: Elves are automatically proficient with the longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow.

— +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

—Automatic Languages: Common, Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, Sylvan.

—Favored Class: Wizard.

The elf warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

SUBRACES

The above information describes the high elf, the most common variety. There are five other major subraces of elf, in addition to half-elves, who share enough elven characteristics to be included here.

Half-Elf

Half-elves are not truly an elf subrace, but they are often mistaken for elves. Half-elves usually inherit a good blend of their parents' physical characteristics.

Half-Elf Traits (Ex): Half-elves possess the following racial traits.

—Medium size.

—A half-elf's base land speed is 30 feet.

—Immunity to *sleep* spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

—Low-light vision.

— +1 racial bonus on Listen, Search, and Spot checks. A half-elf does not have the elf's ability to notice secret doors simply by passing near them.

— +2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people. This bonus may not apply in situations or settings where half-elves are viewed with distrust.

—Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.

—Automatic Languages: Common, Elven. Bonus Languages: Any (other than secret languages, such as Druidic).

—Favored Class: Any. When determining whether a multiclass half-elf takes an experience point penalty for multiclassing, her highest-level class does not count.

Aquatic Elf

Also called sea elves, these creatures are waterbreathing cousins to land-dwelling elves.

Aquatic elves fight underwater with tridents, spears, and nets.

Aquatic Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

— +2 Dexterity, -2 Intelligence. These adjustments replace the high elf's ability score adjustments.

—An aquatic elf has the aquatic subtype.

—An aquatic elf has a swim speed of 40 feet.

—Gills: Aquatic elves can survive out of the water for 1 hour per point of Constitution (after that, refer to the suffocation rules).

—Superior Low-Light Vision: Aquatic elves can see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of low illumination. This trait replaces the high elf's low-light vision.

—Favored Class: Fighter. This trait replaces the high elf's favored class.

Drow

Also known as dark elves, drow are a depraved and evil subterranean offshoot.

White is the most common hair color among drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

Drow usually coat their arrows with a potent venom.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. A typical drow carries 1d4–1 doses of drow knockout poison. Drow typically coat arrows and crossbow bolts with this poison, but it can also be applied to a melee weapon. Note that drow have no special ability to apply poison without risking being poisoned themselves. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Drow Traits (Ex): These traits are in addition to the high elf traits, except where noted.

— +2 Intelligence, +2 Charisma.

— Darkvision out to 120 feet. This trait replaces the high elf's low-light vision.

— Spell resistance equal to 11 + class levels.

— +2 racial bonus on Will saves against spells and spell-like abilities.

— Spell-Like Abilities: Drow can use the following spell-like abilities once per day: *dancing lights, darkness, faerie fire*. Caster level equals the drow's class levels.

— Weapon Proficiency: A drow is automatically proficient with the hand crossbow, the rapier, and the short sword. This trait replaces the high elf's weapon proficiency.

— Automatic Languages: Common, Elven, Undercommon. Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin. This trait replaces the high elf's automatic and bonus languages.

— Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

— Favored Class: Wizard (male) or cleric (female). This trait replaces the high elf's favored class.

— Level adjustment +2.

The drow warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Drow with levels in NPC classes have a CR equal to their character level. Drow with levels in PC classes have a CR equal to their character level +1.

Gray Elf

Taller and grander in physical appearance than others of their race, gray elves have a reputation for being aloof and arrogant (even by elven standards). They have either silver hair and amber eyes or pale golden hair and violet eyes. They prefer clothing of white, silver, yellow, or gold, with cloaks of deep blue or purple.

Gray Elf Traits (Ex): These traits are in addition to the high elf traits.

— +2 Intelligence, –2 Strength.

Wild Elf

Wild elves are barbaric and tribal. Wild elves' hair color ranges from black to light brown, lightening to silvery white with age. They dress in simple clothing of animal skins and basic plant weaves.

Wild Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

— +2 Dexterity, –2 Intelligence. These adjustments replace the high elf's ability score adjustments.

— Favored Class: Sorcerer. This trait replaces the high elf's favored class.

Wood Elf

Their hair color ranges from yellow to a coppery red, and they are more muscular than other elves. Their clothing is in dark shades of green and earth tones to better blend in with their natural surroundings.

Wood Elf Traits (Ex): These traits are in addition to the high elf traits, except where noted.

— +2 Strength, –2 Intelligence.

— Favored Class: Ranger. This trait replaces the high elf's favored class.

ETHEREAL FILCHER

Medium Aberration

Hit Dice:	5d8 (22 hp)
Initiative:	+8
Speed:	40 ft. (8 squares)
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+3/+3
Attack:	Bite +3 melee (1d4)
Full Attack:	Bite +3 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., detect magic, ethereal jaunt
Saves:	Fort +1, Ref +5, Will +5
Abilities:	Str 10, Dex 18, Con 11, Int 7, Wis 12, Cha 10
Skills:	Listen +9, Sleight of Hand +12, Spot +9
Feats:	Dodge, Improved Initiative
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	No coins; standard goods; double items
Alignment:	Usually neutral
Advancement:	6–7 HD (Medium); 8–15 HD (Large)
Level Adjustment:	—

Ethereal filchers are bizarre-looking creatures with a penchant for snatching trinkets from passersby. Their ability to move quickly between the Ethereal Plane and the Material Plane makes them spectacular pickpockets.

Ethereal filchers do not speak.

COMBAT

An ethereal filcher prowls about, using its ethereal jaunt ability to move about unseen (and often through solid objects). Upon locating a likely mark, it shifts to the Material Plane, attempting to catch its victim unaware. The creature attempts to seize an item, then retreats quickly back to the Ethereal Plane. It is not above delivering a bite to distract its target. Once it secures a trinket, it scurries back to its lair to admire its prize. When badly wounded, a filcher escapes rather than continuing the fight. Any number of simple ruses can blunt a filcher's attack.

Detect Magic (Su): Ethereal filchers can detect magic as the spell (caster level 5th) at will.

Ethereal Jaunt (Su): An ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

Skills: Ethereal filchers have a +8 racial bonus on Sleight of Hand checks, and a +4 racial bonus on Listen and Spot checks.

ETHEREAL MARAUDER

Medium Magical Beast (Extraplanar)

Hit Dice:	2d10 (11 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+2/+4
Attack:	Bite +4 melee (1d6+3)
Full Attack:	Bite +4 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., ethereal jaunt
Saves:	Fort +3, Ref +4, Will +1
Abilities:	Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10
Skills:	Listen +5, Move Silently +5, Spot +4
Feats:	Improved Initiative

Environment:	Ethereal Plane
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3–4 HD (Medium); 5–6 HD (Large)

Level Adjustment: —

Ethereal marauders live and hunt on the Ethereal Plane. Ethereal marauders' coloration ranges from bright blue to deep violet. An ethereal marauder stands about 4 feet tall, but its overall length is about 7 feet. It weighs about 200 pounds. Ethereal marauders speak no known languages. Survivors of their attacks on the Material Plane claim that they emit an eerie, high whine that varies in pitch depending on the creature's speed and health.

COMBAT

Once a marauder locates prey, it shifts to the Material Plane to attack, attempting to catch its victim flat-footed. The creature bites its victim, then retreats quickly back to the Ethereal Plane. When badly hurt or wounded, a marauder escapes to its home plane rather than continuing the fight.

Ethereal Jaunt (Su): An ethereal marauder can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th).

Skills: Ethereal marauders have a +2 racial bonus on Listen, Move Silently, and Spot checks.

ETTERCAP

Medium Aberration

Hit Dice:	5d8+5 (27 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+3/+5
Attack:	Bite +5 melee (1d8+2 plus poison)
Attack:	Bite +5 melee (1d8+2 plus poison) and 2 claws +3 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison, web
Special Qualities:	Low-light vision
Saves:	Fort +4, Ref +4, Will +6
Abilities:	Str 14, Dex 17, Con 13, Int 6, Wis 15, Cha 8
Skills:	Climb +10, Craft (trapmaking) +4, Hide +9, Listen +4, Spot +8
Feats:	Great Fortitude, Multiattack
Environment:	Warm forests
Organization:	Solitary, pair, or troupe (1–2 plus 2–4 Medium monstrous spiders)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	6–7 HD (Medium); 8–15 HD (Large)
Level Adjustment:	+4

An ettercap is about 6 feet tall and weighs about 200 pounds.

Ettercaps speak Common.

COMBAT

Ettercaps are not brave creatures, but their cunning traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its keen-edged claws and venomous bite. It usually will not come within melee reach of any foe that is still able to move.

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Web (Ex): An ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and

takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Skills: Ettercaps have a +4 racial bonus on Craft (trapmaking), Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ETTIN

Large Giant

Hit Dice:	10d8+20 (65 hp)
Initiative:	+3
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	18 (-1 size, -1 Dex, +7 natural, +3 hide), touch 8, flat-footed 18
Base Attack/Grapple:	+7/+17
Attack:	Morningstar +12 melee (2d6+6) or javelin +5 ranged (1d8+6)
Full Attack:	2 morningstars +12/+7 melee (2d6+6) or 2 javelins +5 ranged (1d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, superior two-weapon fighting
Saves:	Fort +9, Ref +2, Will +5
Abilities:	Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11
Skills:	Listen +10, Search +1, Spot +10
Feats:	Alertness, Improved Initiative, Iron Will, Power Attack
Environment:	Cold hills
Organization:	Solitary, gang (2–4), troupe (1–2 plus 1–2 brown bears), band (3–5 plus 1–2 brown bears), or colony (3–5 plus 1–2 brown bears and 7–12 orcs or 9–16 goblins)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+5

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night.

An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years.

Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

COMBAT

Though ettins aren't very intelligent, they are cunning fighters.

They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead.

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

FIENDISH CREATURE

Fiendish creatures dwell on the lower planes, the realms of evil, although they resemble beings found on the Material Plane. They are more fearsome in appearance than their earthly counterparts.

CREATING A FIENDISH CREATURE

"Fiendish" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of nongood alignment (referred to hereafter as the base creature).

A fiendish creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Fiendish creatures encountered on the Material Plane have the extraplanar subtype.

Special Attacks: A fiendish creature retains all the special attacks of the base creature and also gains the following special attack.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Special Qualities: A fiendish creature retains all the special qualities of the base creature and also gains the following.

—Darkvision out to 60 feet.

—Damage reduction (see the table below).

—Resistance to cold and fire (see the table below).

—Spell resistance equal to the creature's HD + 5 (maximum 25).

If the base creature already has one or more of these special qualities, use the better value.

If a fiendish creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any evil-aligned plane.

Challenge Rating: HD 3 or less, as base creature; HD 4 to 7, as base creature +1; HD 8 or more, as base creature +2.

Alignment: Always evil (any).

Level Adjustment: Same as the base creature +2.

Hit Dice	Resistance to Cold and Fire	Damage Reduction
1–3	5	—
4–7	5	5/magic
8–11	10	5/magic
12 or more	10	10/magic

FORMIAN

	Formian Worker	Formian Warrior	Formian Taskmaster
	Small Outsider (Lawful, Extraplanar)	Medium Outsider (Lawful, Extraplanar)	Medium Outsider (Lawful, Extraplanar)
Hit Dice:	1d8+1 (5 hp)	4d8+8 (26 hp)	6d8+12 (39 hp)
Initiative:	+2	+3	+7
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15	18 (+3 Dex, +5 natural), touch 13, flat-footed 15	19 (+3 Dex, +6 natural), touch 13, flat-footed 16
Base Attack/Grapple:	+1/-2	+4/+7	+6/+10
Attack:	Bite +3 melee (1d4+1)	Sting +7 melee (2d4+3 plus poison)	Sting +10 melee (2d4+4 plus poison)
Full Attack:	Bite +3 melee (1d4+1)	Sting +7 melee (2d4+3 plus poison) and 2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1)	Sting +10 melee (2d4+4 plus poison) and 2 claws +8 melee (1d6+2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Poison	Dominate monster, dominated creature, poison
Special Qualities:	Cure serious wounds, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and make	Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and	Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and

	<i>whole</i> , resistance to electricity 10, fire 10, and sonic 10	sonic 10, spell resistance 18	sonic 10, spell resistance 21, telepathy 100 ft.
Saves:	Fort +3, Ref +4, Will +2	Fort +6, Ref +7, Will +5	Fort +7, Ref +8, Will +8
Abilities:	Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9	Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11	Str 18, Dex 16, Con 14, Int 11, Wis 16, Cha 19
Skills:	Climb +10, Craft (any one) +5, Hide +6, Listen +4, Search +2, Spot +4	Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12	Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Search +7, Spot +8, Survival +1 Move Silently +12, Search +9, Sense Motive +12, Spot +12, Survival +3 (+5 following tracks)
Feats:	Skill Focus (Craft [selected skill])	Dodge, Multiattack	Dodge, Improved Initiative, Multiattack
Environment:	A lawful-aligned plane	A lawful-aligned plane	A lawful-aligned plane
Organization:	Team (2–4) or crew (7–18)	Solitary, team (2–4), or troop (6–11)	Solitary (1 plus 1 dominated creature) or conscription team (2–4 plus 1 dominated creature per team member)
Challenge Rating:	1/2	3	7
Treasure:	None	None	Standard
Alignment:	Always lawful neutral	Always lawful neutral	Always lawful neutral
Advancement:	2–3 HD (Medium)	5–8 HD (Medium); 9–12 HD (Large)	7–9 HD (Medium); 10–12 HD (Large)
Level Adjustment:	—	—	—

	Formian Myrmarch	Formian Queen
	Large Outsider (Lawful, Extraplanar)	Large Outsider (Lawful, Extraplanar)
Hit Dice:	12d8+48 (102 hp)	20d8+100 (190 hp)
Initiative:	+8	-5
Speed:	50 ft. (10 squares)	0 ft.
Armor Class:	28 (–1 size, +4 Dex, +15 natural), touch 13, flat-footed 24	23 (–1 size, +14 natural), touch 9, flat-footed 23
Base	+12/+20	+20/+24
Attack/Grapple:		
Attack:	Sting +15 melee (2d4+4 plus poison) or javelin +15 ranged (1d6+4)	—
Full Attack:	Sting +15 melee (2d4+4 plus poison) and bite +13 melee (2d6+2); or javelin +15/+10 ranged (1d6+4)	—
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Poison, spell-like abilities	Spell-like abilities, spells
Special Qualities:	Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 25	Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 30, telepathy Fort +19, Ref —, Will +19
Saves:	Fort +12, Ref +12, Will +11	Str —, Dex —, Con 20, Int 20, Wis 20, Cha 21
Abilities:	Str 19, Dex 18, Con 18, Int 16, Wis 16, Cha 17	Appraise +28, Bluff +28, Concentration +28, Diplomacy +32, Disguise +5 (+7 acting), Intimidate +30, Knowledge (any three) +28, Listen +30, Sense Motive +28, Spellcraft +28 (+30 scrolls), Spot +30, Use Magic Device +28 (+30 scrolls)
Skills:	Climb +19, Concentration +18, Diplomacy +20, Hide +15, Knowledge (any one) +18, Listen +18, Move Silently +19, Search +18, Sense Motive +18, Spot +18, Survival +3 (+5 following tracks)	Alertness, Eschew Materials ^b , Great Fortitude, Improved Counterspell, Iron Will, item creation feat (any one), Maximize Spell, Spell Focus (enchantment)
Feats:	Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack	A lawful-aligned plane
Environment:	A lawful-aligned plane	A lawful-aligned plane

Organization:	Solitary, team (2–4), or platoon (1 plus 7–18 workers and 6–11 warriors)	Hive (1 plus 100–400 workers, 11–40 warriors, 4–7 taskmasters with 1 dominated creature each, and 5–8 myrmarchs)
Challenge Rating:	10	17
Treasure:	Standard	Double standard
Alignment:	Always lawful neutral	Always lawful neutral
Advancement:	13–18 HD (Large); 19–24 HD (Huge)	21–30 HD (Huge); 31–40 HD (Gargantuan)
Level	—	—
Adjustment:		

A formian resembles a cross between an ant and a centaur. All formians are covered in a brownish-red carapace; size and appearance differs for each variety.

COMBAT

Formians are generally aggressive, seeking to subdue all they encounter. If they perceive even the slightest threat to their hive-city or to their queen, they attack immediately and fight to the death. Any formian also attacks immediately if ordered to do so by a superior.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

WORKER

While workers cannot speak, they can convey simple concepts (such as danger) by body movements. Through the hive mind, however, they can communicate just fine—although their intelligence still limits the concepts that they can grasp.

A worker is about 3 feet long and about 2-1/2 feet high at the front. It weighs about 60 pounds. Its hands are suitable only for manual labor.

Combat

Formian workers fight only to defend their hive-cities, using their mandibled bite.

A formian worker's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Cure Serious Wounds (Sp): Eight workers together can heal a creature's wounds as though using the *cure serious wounds* spell (caster level 7th). This is a full-round action for all eight workers.

Make Whole (Sp): Three workers together can repair an object as though using the *make whole* spell (caster level 7th). This is a fullround action for all three workers.

WARRIOR

Warriors communicate through the hive mind to convey battle plans and make reports to their commanders. They cannot speak otherwise.

A warrior is about is about 5 feet long and about 4-1/2 feet high at the front. It weighs about 180 pounds.

Combat

Warriors are wicked combatants, using claws, bite, and a poisonous sting all at once. Through the hive mind, they attack with coordinated and extremely efficient tactics.

A formian warrior's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

TASKMASTER

These formians communicate only telepathically and derive sustenance from the mental energies of those they dominate.

A taskmaster is about the same size as a warrior.

Combat

Taskmasters rely on their dominated slaves to fight for them if at all possible. If necessary, though, they can defend themselves with claws and a poison sting.

A formian taskmaster's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Dominate Monster (Su): A taskmaster can use a *dominate monster* ability as the spell from a 10th-level caster (Will DC 17 negates), although the subject may be of any kind and may be up to Large size. Creatures that successfully save cannot be affected by the same taskmaster's dominate monster ability for 24 hours. A single taskmaster can dominate up to four subjects at a time. The save DC is Charisma-based.

Dominated Creature (Ex): A taskmaster is never encountered alone. One dominated nonformian creature always accompanies it (choose or determine randomly any creature of CR 4).

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

MYRMARCH

Myrmarchs are the elite of formian society. Much more than those beneath them, these creatures are individuals, with goals, desires, and creative thought.

A myrmarch is about 7 feet long and about 5-1/2 feet high at the front. It weighs about 1,500 pounds. Its claws are capable of fine manipulation, like human hands. Each myrmarch wears a bronze helm to signify its position (the more elaborate the helm, the more prestigious the position).

Myrmarchs speak Formian and Common.

Combat

Myrmarchs' claws are like hands and thus serve no combat purpose.

Myrmarchs occasionally employ javelins for ranged attacks, coated with poison from their own stingers.

They fight intelligently, aiding those under them (if any such are present) and commanding them through the hive mind. If chaotic creatures are present, however, a myrmarch is singleminded in its quest to destroy them.

A formian myrmarch's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 2d6 Dex. The save DC is Constitution-based.

Spell-Like Abilities: At will—*charm monster* (DC 17), *clairaudience/clairvoyance*, *detect chaos*, *detect thoughts* (DC 15), *magic circle against chaos*, *greater teleport*; 1/day—*dictum* (DC 20), *order's wrath* (DC 17). Caster level 12th. The save DCs are Charisma-based.

QUEEN

The formian queen cannot move. With her telepathic abilities, though, she can send instructions to and get reports from any formian within her range.

She is about 10 feet long, perhaps 4 feet high, and weighs about 3,500 pounds.

The queen speaks Formian and Common, although she can communicate with any creature telepathically.

Combat

The queen does not fight. She has no ability to move. If necessary, a team of workers and myrmarchs (or dominated slaves) haul her enormous bulk to where she needs to go. This sort of occurrence is very rare, however, and most of the time the queen remains within her well-defended chambers.

Despite her utter lack of physical activity, the queen can cast spells and use spell-like abilities to great effect in her own defense as well as the defense of the hive-city.

Spells: The queen casts arcane spells as a 17th-level sorcerer.

Typical Sorcerer Spells Known (6/8/7/7/7/6/6/4, base save DC 15 + spell level): 0—*acid splash*, *arcane mark*, *daze*, *detect magic*, *light*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*; 1st—*comprehend languages*, *identify*, *mage armor*, *magic missile*, *shield*; 2nd—*hypnotic pattern*, *invisibility*, *protection from arrows*, *resist energy*, *scorching ray*; 3rd—*dispel magic*, *heroism*, *nondetection*, *slow*; 4th—*confusion*, *detect scrying*, *black tentacles*, *scrying*; 5th—*cone of cold*, *dismissal*, *teleport*, *wall of force*; 6th—*analyze dweomer*, *geas/quest*, *repulsion*; 7th—*summon monster VII*, *vision*, *waves of exhaustion*; 8th—*prismatic wall*, *temporal stasis*.

Spell-Like Abilities: At will—*calm emotions* (DC 17), *charm monster* (DC 19), *clairaudience/clairvoyance*, *detect chaos*, *detect thoughts*, *dictum* (DC 22), *divination*, *hold monster* (DC 20), *magic circle against chaos*, *order's wrath* (DC 19), *shield of law* (DC 23), *true seeing*. Caster level 17th. The save DCs are Charisma-based.

Telepathy (Su): The queen can communicate telepathically with any intelligent creature within 50 miles whose presence she is aware of.

FROST WORM

Huge Magical Beast (Cold)

Hit Dice:	14d10+70 (147 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	18 (-2 size, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+14/+30
Attack:	Bite +21 melee (2d8+12 plus 1d8 cold)
Full Attack:	Bite +21 melee (2d8+12 plus 1d8 cold)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Trill, cold, breath weapon
Special Qualities:	Darkvision 60 ft., death throes, immunity to cold, low-light vision, vulnerability to fire
Saves:	Fort +14, Ref +9, Will +6
Abilities:	Str 26, Dex 10, Con 20, Int 2, Wis 11, Cha 11

Skills:	Hide +3*, Listen +5, Spot +5
Feats:	Alertness, Improved Initiative, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite)
Environment:	Cold plains
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Usually neutral
Advancement:	15–21 HD (Huge); 22–42 HD (Gargantuan)

Level Adjustment:

A frost worm cannot burrow through stone, but can manage ice and frozen earth. When moving through such hard materials it leaves behind a usable tunnel about 5 feet in diameter.

A frost worm is about 40 feet long, 5 feet in diameter, and weighs about 8,000 pounds.

COMBAT

Frost worms lurk under the snow, waiting for prey to come near.

They begin an attack with a trill and then set upon helpless prey with their bite.

Trill (Su): A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 17 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's caster level is 14th. The save DC is Charisma-based.

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon (Su): 30-foot cone, once per hour, damage 15d6 cold, Reflex DC 22 half. Opponents held motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 22). The save DC is Constitution-based.

Skills: *A frost worm, due to its coloration and its affinity for burying itself in the snow, has a +10 racial bonus on Hide checks in its native environment.

FUNGUS

Shrieker	Violet Fungus
Medium Plant	Medium Plant
Hit Dice:	2d8+2 (11 hp)
Initiative:	-5
Speed:	0 ft.
Armor Class:	8 (-5 Dex, +3 natural), touch 5, flat-footed 8
Base	+1/-4
Attack/Grapple:	
Attack:	-
Full Attack:	Tentacle +3 melee (1d6+2 plus poison)
Space/Reach:	5 ft./0 ft.
Special Attacks:	4 tentacles +3 melee (1d6+2 plus poison)
Special Qualities:	5 ft./10 ft.
Saves:	Shriek
Abilities:	Poison
Skills:	Low-light vision, plant traits
Feats:	Low-light vision, plant traits
Environment:	Fort +4, Ref —, Will -4
Organization:	Fort +6, Ref -1, Will +0
Challenge Rating:	Str 14, Dex 8, Con 16, Int —, Wis 11, Cha 9
Treasure:	—

Alignment:	Always neutral	Always neutral
Advancement:	3 HD (Medium)	3–6 HD (Medium)

Level Adjustment: —

COMBAT

Shriekers and violet fungi often work together to attract and kill prey. When the shriekers' hellish racket attracts a curious creature, the violet fungus tries to kill it. Both creatures enjoy the fruits of a successful hunt.

SHRIEKER

A shrieker is a stationary fungus that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, often in the company of violet fungi, whose poison they are immune to.

Shriekers come in shades of purple.

Combat

A shrieker has no means of attack. Instead, it lures prey to its vicinity by emitting a loud noise.

Shriek (Ex): Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers come to learn that the fungus's noise means there is food nearby.

VIOLET FUNGUS

Violet fungi resemble shriekers and are often found growing among them.

A violet fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots.

Combat

A violet fungus flails about with its tentacles at living creatures that come within its reach.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 Str and 1d4 Con. The save DC is Constitution-based.

MONSTERS (G)

GARGOYLE

Medium Monstrous Humanoid (Earth)

Hit Dice:	4d8+19 (37 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), fly 60 ft. (average)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+4/+6
Attack:	Claw +6 melee (1d4+2)
Full Attack:	2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., freeze
Saves:	Fort +5, Ref +6, Will +4
Abilities:	Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7
Skills:	Hide +7*, Listen +4, Spot +4
Feats:	Multiattack, Toughness
Environment:	Any
Organization:	Solitary, pair, or wing (5–16)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	+5

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain.

Gargoyles speak Common and Terran.

COMBAT

Gargoyles either remain still, then suddenly attack, or dive onto their prey.

A gargoyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

KAPOACINTH

These cousins of the gargoyle have the aquatic subtype. They have a base land speed of 40 feet and a swim speed of 60 feet (no fly speed) and are found only in aquatic environments.

GARGOYLES AS CHARACTERS

Gargoyle characters possess the following racial traits.

— +4 Strength, +4 Dexterity, +8 Constitution, -4 Intelligence, -4 Charisma.

— Medium size.

— A gargoyle's base land speed is 40 feet. It also has a fly speed of 60 feet (average).

— Darkvision out to 60 feet.

— Racial Hit Dice: A gargoyle begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

— Racial Skills: A gargoyle's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier})$. Its class skills are Hide, Listen, and Spot. A gargoyle has a +2 racial bonus on Hide, Listen, and Spot checks, and an additional +8 bonus on Hide checks when it is concealed against a background of stone.

— Racial Feats: A gargoyle's monstrous humanoid levels give it two feats.

— +4 natural armor bonus.

— Special Qualities (see above): Damage reduction 10/magic, freeze.

- Automatic Languages: Common. Bonus Languages: Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran.
- Favored Class: Fighter.
- Level adjustment +5.

GENIE

Genies are humanlike beings who dwell on the elemental planes. They are famous for their strength, guile, and skill with illusion magic.

COMBAT

Genies prefer to outmaneuver and outthink their foes. They are not too proud to flee if it means they'll live to fight another day. If trapped, they bargain, offering treasure or favors in return for their lives and freedom.

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).

DJINNI

Large Outsider (Air, Extraplanar)

Hit Dice:	7d8+14 (45 hp)
Initiative:	+8
Speed:	20 ft. (4 squares), fly 60 ft. (perfect)
Armor Class:	16 (-1 size, +4 Dex, +3 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+7/+15
Attack:	Slam +10 melee (1d8+4)
Full Attack:	2 slams +10 melee (1d8+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Air mastery, spell-like abilities, whirlwind
Special Qualities:	Darkvision 60 ft., immunity to acid, <i>plane shift</i> , telepathy 100 ft.
Saves:	Fort +7, Ref +9, Will +7
Abilities:	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15
Skills:	Appraise +12, Concentration +12, Craft (any one) +12, Diplomacy +4, Escape Artist +14, Knowledge (any one) +12, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope +4 (+6 with bindings)
Feats:	Combat Casting, Combat Reflexes, Dodge, Improved Initiative ^B
Environment:	Elemental Plane of Air
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	5 (noble 8)
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	8–10 HD (Large); 11–21 (Huge)
Level Adjustment:	+6

The djinn (singular djinni) are genies from the Elemental Plane of Air.

A djinni is about 10-1/2 feet tall and weighs about 1,000 pounds.

Djinn speak Auran, Celestial, Common, and Ignan.

Combat

Djinn disdain physical combat, preferring to use their magical powers and aerial abilities against foes. A djinni overmatched in combat usually takes flight and becomes a whirlwind to harass those who follow.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Spell-Like Abilities: At will—*invisibility* (self only); 1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*. Once per day, a djinni can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 20th. The save DCs are Charisma-based.

Whirlwind (Su): A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than the djinni might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 20 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 20 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 20 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The djinni can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

Noble Djinn

Some djinn (1% of the total population) are noble. A noble djinni can grant three *wishes* to any being (nongenies only) who captures it. Noble djinn perform no other services and, upon granting the third *wish*, are free of their servitude. Noble djinn are as strong as efreet (see below), with 10 Hit Dice.

EFREETI

Large Outsider (Extraplanar, Fire)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 40 ft. (perfect)
Armor Class:	18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+10/+20
Attack:	Slam +15 melee (1d8+6 plus 1d6 fire)
Full Attack:	2 slams +15 melee (1d8+6 plus 1d6 fire)
Space/Reach:	10 ft./ 10 ft.
Special Attacks:	<i>Change size</i> , heat, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to fire, <i>plane shift</i> , telepathy 100 ft., vulnerability to cold
Saves:	Fort +9, Ref +10, Will +9
Abilities:	Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15
Skills:	Bluff +15, Craft (any one) +14, Concentration +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +17, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15
Feats:	Combat Casting, Combat Reflexes, Dodge, Improved Initiative ^B , Quicken Spell-Like Ability (<i>scorching ray</i>)
Environment:	Elemental Plane of Fire
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	8
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	—

The efreet (singular efreeti) are genies from the Elemental Plane of Fire.

An efreeti stands about 12 feet tall and weighs about 2,000 pounds.

Efreet speak Auran, Common, Ignan, and Infernal.

Combat

Efreet love to mislead, befuddle, and confuse their foes. They do so for enjoyment as well as a battle tactic.

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it

maintains a hold when grappling.

Spell-Like Abilities: At will—*detect magic, produce flame, pyrotechnics* (DC 14), *scorching ray* (1 ray only); 3/day—*invisibility, wall of fire* (DC 16); 1/day—grant up to three wishes (to nongenies only), *gaseous form, permanent image* (DC 18), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

JANNI

Medium Outsider (Native)

Hit Dice:	6d8+6 (33 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), fly 15 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 20 ft. (perfect)
Armor Class:	18 (+2 Dex, +1 natural, +5 chainmail), touch 12, flat-footed 16
Base Attack/Grapple:	+6/+9
Attack:	Scimitar +9 melee (1d6+4/18–20) or longbow +8 ranged (1d8/x3)
Full Attack:	Scimitar +9/+4 melee (1d6+4/18–20) or longbow +8/+3 ranged (1d8/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	<i>Change size, spell-like abilities</i>
Special Qualities:	Darkvision 60 ft., elemental endurance, <i>plane shift</i> , resistance to fire 10, telepathy 100 ft.
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 16, Dex 15, Con 12, Int 14, Wis 15, Cha 13
Skills:	Appraise +11, Concentration +10, Craft (any two) +11, Diplomacy +3, Escape Artist +6, Listen +11, Move Silently +6, Ride +11, Sense Motive +11, Spot +11, Use Rope +2 (+4 with bindings)
Feats:	Combat Reflexes, Dodge, Improved Initiative ^B , Mobility
Environment:	Warm deserts
Organization:	Solitary, company (2–4), or band (6–15)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7–9 HD (Medium); 10–18 HD (Large)
Level Adjustment:	+5

The jann (singular janni) are the weakest of the genies. Jann are formed out of all four elements and must therefore spend most of their time on the Material Plane.

Jann speak Common, one elemental language (Aquan, Auran, Ignan, or Terran) and one alignment language (Abyssal, Celestial, or Infernal).

Combat

Jann are physically strong and courageous, and do not take kindly to insult or injury. If they meet a foe they cannot defeat in a standup fight, they use flight and *invisibility* to regroup and maneuver to a more advantageous position.

Change Size (Sp): Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Spell-Like Abilities: 3/day—*invisibility* (self only), *speak with animals*. Caster level 12th. Once per day a janni can *create food and water* (caster level 7th) and can use *ethereal jaunt* (caster level 12th) for 1 hour. The save DCs are Charisma-based.

Elemental Endurance (Ex): Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours.

Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Jann as Characters

Janni characters possess the following racial traits.

— +6 Strength, +4 Dexterity, +2 Constitution, +4 Intelligence, +4 Wisdom, +2 Charisma.

— Medium size.

— A janni's base land speed is 30 feet. It also has a fly speed of 20 feet (perfect).

— Darkvision out to 60 feet.

— Racial Hit Dice: A janni begins with six levels of outsider, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.

- Racial Skills: A janni's outsider levels give it skill points equal to $9 \times (8 + \text{Int modifier})$. Its class skills are Appraise, Concentration, Craft (any), Escape Artist, Listen, Move Silently, Ride, Sense Motive, and Spot.
- Racial Feats: A janni's outsider levels give it three feats. A janni receives Improved Initiative as a bonus feat.
- +1 natural armor bonus.
- Special Attacks (see above): *Change size*, spell-like abilities.
- Special Qualities (see above): Elemental endurance, *plane shift*, resistance to fire 10, telepathy, 100 ft.
- Automatic Languages: Common. Bonus Languages: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Terran.
- Favored Class: Rogue.
- Level adjustment +5.

GHAELE

Medium Outsider (Chaotic, Extraplanar, Good)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+5
Speed:	50 ft. (10 squares), fly 150 ft. (perfect)
Armor Class:	25 (+1 Dex, +14 natural), touch 11, flat-footed 24, or 14 (+1 Dex, +3 deflection), touch 14, flat-footed 13
Base Attack/Grapple:	+10/+17
Attack:	+4 <i>holy greatsword</i> +21 melee (2d6+14/19–20) or light ray +11 ranged touch (2d12)
Full Attack:	+4 <i>holy greatsword</i> +21/+16 melee (2d6+14/19–20) or 2 light rays +11 ranged touch (2d12)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, spells, gaze
Special Qualities:	Alternate form, damage reduction 10/evil and cold iron, darkvision 60 ft., immunity to electricity and petrification, lowlight vision, protective aura, resistance to cold 10 and fire 10, spell resistance 28, tongues
Saves:	Fort +9, Ref +8, Will +10
Abilities:	Str 25, Dex 12, Con 15, Int 16, Wis 17, Cha 16
Skills:	Concentration +15, Diplomacy +5, Escape Artist +14, Handle Animal +16, Hide +14, Knowledge (any two) +16, Listen +16, Move Silently +14, Ride +16, Sense Motive +16, Spot +16, Use Rope +1 (+3 with bindings)
Feats:	Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip
Environment:	A chaotic good-aligned plane
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	13
Treasure:	No coins; double goods; standard items
Alignment:	Always chaotic good
Advancement:	11–15 HD (Medium); 16–30 HD (Large)
Level Adjustment:	—

A ghæle can take the form of an incorporeal globe of eldritch colors, 5 feet in diameter. A ghæle is about 6 feet tall and weighs about 170 pounds.

Ghaeles speak Celestial, Infernal, and Draconic, but can communicate with almost any creature, thanks to their *tongues* ability.

Combat

Ghaeles who enter combat prefer direct confrontation and damaging attacks to more subtle or insidious methods. They usually fight in their humanoid form, wielding incandescent +4 *holy greatswords*. If a ghæle desires mobility, it assumes its globe form and blasts the enemy with light rays.

A ghæle's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid*, *charm monster* (DC 17), *color spray* (DC 14), *comprehend languages*, *continual flame*, *cure light wounds* (DC 14), *dancing lights*, *detect evil*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *see invisibility*, *greater teleport* (self plus 50 pounds of objects

only); 1/day—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*. Caster level 12th. The save DCs are Charisma-based.

Spells: Ghaeles in humanoid form can cast divine spells as 14th-level clerics. A ghæle has access to two of the following domains: Air, Animal, Chaos, Good, or Plant (plus any others from its deity). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; save DC 13 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*, *virtue*; 1st—*bless*, *calm animals**, *command*, *divine favor*, *obscuring mist*, *sanctuary*, *shield of faith*; 2nd—*aid*, *align weapon*, *bear's endurance*, *hold animal**, *lesser restoration*, *remove paralysis*, *zone of truth*; 3rd—*daylight*, *gaseous form**, *prayer*, *remove curse*, *searing light*, *water breathing*; 4th—*death ward*, *dismissal*, *divine power*, *restoration*, *summon nature's ally IV (animal)**; 5th—*control winds**, *flame strike*, *raise dead*, *true seeing*; 6th—*banishment*, *blade barrier*, *chain lightning**, *heal*; 7th—*animal shapes**, *holy word*, *summon monster VII*.

*Domain spell. Domains: Air and Animal.

Gaze (Su): In humanoid form—slay evil creatures of 5 or less HD, range 60 feet, Will DC 18 negates. Even if the save succeeds, the creature is affected as though by a *fear* spell for 2d10 rounds. Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or suffer the *fear* effect. The save DCs are Charisma-based.

Light Ray (Ex): A ghæle in globe form can project light rays with a range of 300 feet. This attack overcomes damage reduction of any type.

Alternate Form (Su): A ghæle can shift between its humanoid and globe forms as a standard action. In humanoid form, it cannot fly or use its light rays, but it can use its gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, it can fly, use its light rays, and use spell-like abilities, but it cannot cast spells or use its gaze attack. The globe form is incorporeal, and the ghæle has no Strength score while in that form.

A ghæle remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the ghæle revert to any particular form when killed. A *true seeing* spell or ability, however, reveals both forms simultaneously.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the ghæle. 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 ghæle's HD). (The defensive benefits from the circle are not included in a ghæle's statistics block.)

Tongues (Su): Ghæles can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

GHOST

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

CREATING A GHOST

"Ghost" is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 6.

A ghost uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Ghosts have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: Natural armor is the same as the base creature's but applies only to ethereal encounters. When the ghost manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Full Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Damage: Against ethereal creatures, a ghost uses the base creature's damage values. Against nonethereal creatures, the ghost usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a manifestation ability plus one to three other special attacks as described below. The save DC against a special attack is equal to $10 + 1/2$ ghost's HD + ghost's Cha modifier unless otherwise noted.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against

ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

Special Qualities: A ghost has all the special qualities of the base creature as well as those described below.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Abilities: Same as the base creature, except that the ghost has no Constitution score, and its Charisma score increases by +4.

Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Environment: Any, often as base creature.

Organization: Solitary, gang (2–4), or mob (7–12).

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Any.

Level Adjustment: Same as the base creature +5.

Ghostly Equipment

When a ghost forms, all its equipment and carried items usually become ethereal along with it. In addition, the ghost retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can harm material creatures when the ghost manifests, but any such attack has a 50% chance to fail unless the weapon is a ghost touch weapon (just as magic weapons can fail to harm the ghost).

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the

ethereal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place.

GHOUL

Ghoul	Ghast
Medium Undead	Medium Undead
Hit Dice: 2d12 (13 hp)	4d12+3 (29 hp)
Initiative: +2	+3
Speed: 30 ft. (6 squares)	30 ft. (6 squares)
Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12	17 (+3 Dex, +4 natural), touch 12, flat-footed 14
Base +1/+2	+2/+5
Attack/Grapple:	
Attack: Bite +2 melee (1d6+1 plus paralysis)	Bite +5 melee (1d8+3 plus paralysis)
Full Attack: Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)	Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis)
Space/Reach: 5 ft./5 ft.	5 ft./5 ft.
Special Attacks: Ghoul fever, paralysis	Ghoul fever, paralyis, stench
Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance	Darkvision 60 ft., undead traits, +2 turn resistance
Saves: Fort +0, Ref +2, Will +5	Fort +1, Ref +4, Will +6
Abilities: Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12	Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16
Skills: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7	Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8
Feats: Multiattack	Multiattack, Toughness
Environment: Any (Lacedon: Any aquatic)	Any
Organization: Solitary, gang (2–4), or pack (7–12)	Solitary, gang (2–4), or pack (2–4 plus 7–12 ghouls)
Challenge Rating: 1	3
Treasure: None	Standard
Alignment: Always chaotic evil	Always chaotic evil
Advancement: 3 HD (Medium)	5–8 HD (Medium)
Level Adjustment: —	—

Ghouls speak the languages they spoke in life (usually Common).

COMBAT

Ghouls try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves.

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

LACEDON

These cousins of the ghoul have the aquatic subtype. They lurk near hidden reefs or other places where ships are likely to meet their end. They have a base land speed of 30 feet and a swim speed of 30 feet and are found only in aquatic environments.

GHAST

Although these creatures look just like their lesser kin, they are far more deadly and cunning.

Combat

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

GIANT

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

COMBAT

Giants relish melee combat. They favor massive two-handed weapons and wield them with impressive skill. They have enough cunning to soften up a foe with ranged attacks first, if they can. A giant's favorite ranged weapon is a big rock.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) up to five range increments. The size of the range increment varies with the giant's variety. A Huge giant can hurl rocks of 60 to 80 pounds (Medium objects).

Rock Catching (Ex): A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

CLOUD GIANT

Huge Giant (Air)

Hit Dice:	17d8+102 (178 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	25 (-2 size, +1 Dex, +12 natural, +4 chain shirt), touch 9, flat-footed 24
Base Attack/Grapple:	+12/+32
Attack:	Gargantuan morningstar +22 melee (4d6+18) or slam +22 melee (1d6+12) or rock +12 ranged (2d8+12)
Full Attack:	Gargantuan morningstar +22/+17/+12 melee (4d6+18) or 2 slams +22 melee (1d6+12) or rock +12 ranged (2d8+12)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Rock throwing, spell-like abilities
Special Qualities:	Low-light vision, oversized weapon, rock catching, scent
Saves:	Fort +16, Ref +6, Will +10
Abilities:	Str 35, Dex 13, Con 23, Int 12, Wis 16, Cha 13
Skills:	Climb +19, Craft (any one) +11, Diplomacy +3, Intimidate +11, Listen +15, Perform (stringed instruments) +2, Sense Motive +9, Spot +15
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack
Environment:	Temperate mountains
Organization:	Solitary, gang (2–4), family (2–4 plus 35% noncombatants plus 1 sorcerer or cleric of 4th–7th level plus 2–5 griffons or 2–8 dire lions), or band (6–9 plus 1 sorcerer or cleric of 4th–7th level plus 2–5 griffons or 2–8 dire lions)
Challenge Rating:	11
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually neutral good or neutral evil
Advancement:	By character class

Level Adjustment:

—

Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old.

Cloud giants dress in the finest clothing available and wear jewelry. To many, appearance indicates station: The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite).

COMBAT

Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. A favorite tactic is to circle the enemies, barraging them with rocks while the giants with magical abilities confound them with spells.

Rock Throwing (Ex): The range increment is 140 feet for a cloud giant's thrown rocks.

Oversized Weapon (Ex): A cloud giant wields a great, two-handed morningstar (big enough for Gargantuan creatures) without penalty.

Spell-Like Abilities: 3/day—*levitate* (self plus 2,000 pounds), *obscuring mist*; 1/day—*fog cloud*. Caster level 15th.

CLOUD GIANT CHARACTERS

Most cloud giant groups include a sorcerer or a cleric.

Good-aligned clerics have access to two of the following domains: Good, Healing, Strength, or Sun. Evil-aligned clerics have access to two of the following domains: Death, Evil, or Trickery.

FIRE GIANT

Large Giant (Fire)

Hit Dice:	15d8+75 (142 hp)
Initiative:	-1
Speed:	30 ft. in half-plate armor (6 squares); base speed 40 ft.
Armor Class:	23 (-1 size, -1 Dex, +8 natural, +7 half-plate armor) touch 8, flat-footed 23
Base Attack/Grapple:	+11/+25
Attack:	Greatsword +20 melee (3d6+15) or slam +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire)
Full Attack:	Greatsword +20/+15/+10 melee (3d6+15) or 2 slams +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Immunity to fire, low-light vision, rock catching, vulnerability to cold
Saves:	Fort +14, Ref +4, Will +9
Abilities:	Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11
Skills:	Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14
Feats:	Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack
Environment:	Warm mountains
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party (6–9 plus 1 adept or sorcerer of 3rd–5th level plus 2–4 hell hounds and 2–3 trolls or ettins), or tribe (21–30 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 12–30 hell hounds, 12–22 trolls, 5–12 ettins, and 1–2 young red dragons)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Often lawful evil
Advancement:	By character class
Level Adjustment:	+4

Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

COMBAT

Fire giants heat their rocks in a nearby fire, geyser, or lava pools, so that they deal extra fire damage. They favor magic flaming swords in melee (when they can get them). They are also fond of grabbing smaller opponents and tossing them somewhere very hot.

Rock Throwing (Ex): The range increment is 120 feet for a fire giant's thrown rocks.

Fire Giant Characters

Most groups of fire giants include clerics. A fire giant cleric has access to two of the following domains: Evil, Law, Trickery, or War (most choose Trickery or War, some choose both).

FROST GIANT

	Frost Giant	Frost Giant Jarl, 8th-Level Blackguard
	Large Giant (Cold)	Large Giant (Cold)
Hit Dice:	14d8+70 (133 hp)	14d8+84 plus 8d10+48 (231 hp)
Initiative:	-1	+5
Speed:	40 ft. (8 squares)	30 ft. in +2 <i>full plate armor</i> (6 squares); base speed 40 ft.
Armor Class:	21 (-1 size, -1 Dex, +9 natural, +4 chain shirt) touch 8, flat-footed 21	29 (-1 size, +1 Dex, +9 natural, +10 +2 <i>full plate armor</i>) touch 10, flat-footed 28
Base	+10/+23	+18/+33
Attack/Grapple:		
Attack:	Greataxe +18 melee (3d6+13/x3) or slam +18 melee (1d4+9) or rock +9 ranged (2d6+9)	+2 <i>frost greataxe</i> +30 melee (3d6+18/x3 plus 1d6 cold) or slam +28 melee (1d4+11) or rock +18 ranged (2d6+11)
Full Attack:	Huge greataxe +18/+13 melee (3d6+13/x3) or 2 slams +18 melee (1d4+9) or rock +9 ranged (2d6+9)	+2 <i>frost greataxe</i> +30/+25/+20/+15 melee (3d6+18/x3 plus 1d6 cold) or 2 slams +28 melee (1d4+11) or rock +18 ranged (2d6+11)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Rock throwing	Rock throwing, smite good, sneak attack +2d6
Special Qualities:	Immunity to cold, low-light vision, rock catching, vulnerability to fire	Aura of despair, aura of evil, command undead, dark blessing, <i>detect good</i> , immunity to cold, low-light vision, poison use, resistance to fire 10, rock catching, vulnerability to fire
Saves:	Fort +14, Ref +3, Will +6	Fort +25, Ref +13, Will +13
Abilities:	Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11	Str 32, Dex 12, Con 22, Int 10, Wis 12, Cha 18
Skills:	Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12	Climb +17, Hide +2, Jump +17, Knowledge (religion) +2, Ride +11, Spot +5
Feats:	Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack	Cleave, Great Cleave, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Quick Draw
Environment:	Cold mountains	Cold mountains
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants plus 1 adept or cleric of 1st or 2nd level), hunting/raiding party (6–9 plus 35% noncombatants plus 1 adept or sorcerer of 3rd–5th level plus 2–4 winter wolves and 2–3 ogres), or tribe (21–30 plus 1 adept, cleric, or sorcerer of 6th or 7th level plus 12–30 winter wolves, 12–22 ogres, and 1–2 young white dragons)	Solitary or with tribe
Challenge Rating:	9	17
Treasure:	Standard	Standard
Alignment:	Often chaotic evil	Always chaotic evil
Advancement:	By character class	By character class
Level	+4	-

Adjustment:

A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers.

An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

COMBAT

Frost giants usually start combat at a distance, throwing rocks until they run out of ammunition or the opponent closes, then wading in with their enormous battleaxes.

A favorite tactic is to lay an ambush by hiding buried in the snow at the top of an icy or snowy slope, where opponents will

have difficulty reaching them.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

FROST GIANT JARL

A frost giant leader is often a barbarian, cleric, fighter, or sorcerer, but some of the most evil and ruthless frost giants become blackguards.

The frost giant jarl described here has all the qualities and abilities of a typical frost giant, as well as other abilities (see the statistics block) from being a blackguard. Details on some of these abilities follow.

Aura of Despair (Su): This jarl radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Aura of Evil (Ex): This jarl radiates a strong aura of evil (see the *detect evil* spell) as an 8th-level cleric of an evil deity.

Command Undead (Su): This jarl can command and rebuke undead as a 6th-level cleric.

Dark Blessing (Su): This jarl applies his Charisma modifier as a bonus on all saving throws.

Detect Good (Sp): At will, this jarl can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Smite Good (Su): Twice per day, this jarl may attempt to smite good with one normal melee attack. He adds his +4 Charisma modifier to his attack roll and deals 8 points of extra damage (1 per blackguard level) if the attack hits. If he accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Typical Blackguard Spells Prepared (3/1; save DC 11 + spell level): 1st—*cause fear*, *doom*, *magic weapon*; 2nd—*bull's strength*.

Possessions: +2 frost greataxe, +2 full plate armor, cloak of Charisma +2, ring of minor energy resistance (fire), 2 doses of bloodroot poison. (Benefits of these items are included in the statistics block.)

FROST GIANT CHARACTERS

Many groups of frost giants include clerics. A frost giant cleric has access to two of the following domains: Chaos, Destruction, Evil, or War (most choose Destruction or War, some choose both).

HILL GIANT

Large Giant

Hit Dice:	12d8+48 (102 hp)
Initiative:	-1
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	20 (-1 size, -1 Dex, +9 natural, +3 hide armor), touch 8, flat-footed 20
Base Attack/Grapple:	+9/+20
Attack:	Greatclub +16 melee (2d8+10) or slam +15 melee (1d4+7) or rock +8 ranged (2d6+7)
Full Attack:	Greatclub +16/+11 melee (2d8+10) or 2 slams +15 melee (1d4+7) or rock +8 ranged (2d6+7)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Low-light vision, rock catching
Saves:	Fort +12, Ref +3, Will +4
Abilities:	Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7
Skills:	Climb +7, Jump +7, Listen +3, Spot +6
Feats:	Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)
Environment:	Temperate hills
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/raiding party (6–9 plus 2–4 dire wolves), or tribe (21–30 plus 35% noncombatants plus 12–30 dire wolves, 2–4 ogres, and 12–22 orcs)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+4

Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same

color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out.

Adults are about 10-1/2 feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.

COMBAT

Hill giants prefer to fight from high, rocky outcroppings, where they can pelt opponents with rocks and boulders while limiting the risk to themselves.

Hill giants love to make overrun attacks against smaller creatures when they first join battle. Thereafter, they stand fast and swing away with their massive clubs.

Rock Throwing (Ex): The range increment is 120 feet for a hill giant's thrown rocks.

HILL GIANTS AS CHARACTERS

Reckless brutes of incredible strength but little wit, hill giant characters are never truly accepted into society. Yet they do well on its edges and frontiers, forging a strong and profitable existence.

Despite their rugged appearance and great size, their basically humanoid shape makes it easy for them to relate with more civilized folk.

Hill giant characters possess the following racial traits.

— +14 Strength, -2 Dexterity, +8 Constitution, -4 Intelligence, -4 Charisma.

— Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 feet/10 feet.

— A hill giant's base land speed is 40 feet.

— Low-light vision.

— Racial Hit Dice: A hill giant begins with twelve levels of giant, which provide 12d8 Hit Dice, a base attack bonus of +8, and base saving throw bonuses of Fort +8, Ref +4, and Will +4.

— Racial Skills: A hill giant's giant levels give it skill points

equal to $15 \times (2 + \text{Int modifier})$. Its class skills are Climb, Jump, Listen, and Spot.

— Racial Feats: A hill giant's giant levels give it five feats.

— +9 natural armor bonus.

— Special Attacks (see above): Rock throwing.

— Special Qualities (see above): Rock catching.

— Weapon and Armor Proficiency: A hill giant is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.

— Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.

— Favored Class: Barbarian.

— Level adjustment +4.

STONE GIANT

Large Giant (Earth)

Hit Dice:	14d8+56 (119 hp)
Initiative:	+2
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.
Armor Class:	25 (-1 size, +2 Dex, +11 natural, +3 hide), touch 11, flat-footed 23
Base Attack/Grapple:	+10/+22
Attack:	Greatclub +17 melee (2d8+12) or slam +17 melee (1d4+8) or rock +11 ranged (2d8+12)
Full Attack:	Greatclub +17/+12 melee (2d8+12) or 2 slams +17 melee (1d4+8) or rock +11 ranged (2d8+12)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rock throwing
Special Qualities:	Darkvision 60 ft., low-light vision, rock catching
Saves:	Fort +13, Ref +6, Will +7
Abilities:	Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11
Skills:	Climb +11, Hide +6*, Jump +11, Spot +12
Feats:	Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot
Environment:	Temperate mountains
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants),

	hunting/raiding/trading party (6–9 plus 1 elder), or tribe (21–30 plus 35% noncombatants plus 1–3 elders and 3–6 dire bears)
Challenge Rating:	8 (elder 9)
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+4 (elder +6)

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.

COMBAT

Stone giants fight from a distance whenever possible, but if they can't avoid melee, they use gigantic clubs chiseled out of stone. A favorite tactic of stone giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.

Rock Throwing (Ex): The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

STONE GIANT ELDERS

Some stone giants develop special abilities related to their environment. These giant elders have Charisma scores of at least 15 and spell-like abilities, which they use as 10th-level sorcerers. Once per day they can use *stone shape*, *stone tell*, and either *transmute rock to mud* or *transmute mud to rock* (DC 17). The save DC is Charisma-based. One in ten elders is a sorcerer, usually of 3rd to 6th level.

STONE GIANTS AS CHARACTERS

Strong, silent loners, stone giant characters are a rare sight in human lands.

Stone giant characters possess the following racial traits.

— +16 Strength, +4 Dexterity, +8 Constitution, +2 Wisdom.

— Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 feet/10 feet.

— A stone giant's base land speed is 40 feet.

— Darkvision out to 60 feet and low-light vision.

— Racial Hit Dice: A stone giant begins with fourteen levels of giant, which provide 14d8 Hit Dice, a base attack bonus of +10, and base saving throw bonuses of Fort +9, Ref +4, and Will +4.

— Racial Skills: A stone giant's giant levels give it skill points equal to $17 \times (2 + \text{Int modifier})$. Its class skills are Climb, Hide, Listen, and Spot. A stone giant has a +8 racial bonus on Hide checks in rocky terrain.

— Racial Feats: A stone giant's giant levels give it five feats.

— +11 natural armor bonus.

— Special Attacks (see above): Rock throwing.

— Special Qualities (see above): Rock catching.

— Automatic Languages: Giant. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.

— Favored Class: Barbarian.

— Level adjustment +4.

STORM GIANT

Huge Giant

Hit Dice:	19d8+114 (199 hp)
Initiative:	+2
Speed:	35 ft. (7 squares), swim 30 ft. (6 squares) in breastplate; base speed 50 ft., swim 40 ft.
Armor Class:	27 (-2 size, +2 Dex, +12 natural, +5 breastplate) touch 10, flat-footed 25
Base Attack/Grapple:	+14/+36
Attack:	Greatsword +26 melee (4d6+21/19–20) or slam +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14 ranged (3d6+14/x3)
Full Attack:	Greatsword +26/+21/+16 melee (4d6+21/19–20) or 2 slams +26 melee (1d6+14) or composite longbow (+14 Str bonus) +14/+9/+4 ranged

	(3d6+14/x3)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing
Saves:	Fort +17, Ref +8, Will +13
Abilities:	Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15
Skills:	Climb +20, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +12, Jump +24, Listen +15, Perform (sing) +12, Sense Motive +15, Spot +25, Swim +18*
Feats:	Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack
Environment:	Warm mountains
Organization:	Solitary or family (2–4 plus 35% noncombatants plus 1 sorcerer or cleric of 7th–10th level plus 1–2 rocs, 2–5 griffons, or 2–8 sea cats)
Challenge Rating:	13
Treasure:	Standard coins; double goods; standard items
Alignment:	Often chaotic good
Advancement:	By character class
Level Adjustment:	—

Very rarely, storm giants have violet skin. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

Combat

Storm giants use weapons and spell-like abilities instead of throwing rocks. Their composite longbows have a range increment of 180 feet.

Spell-Like Abilities: 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

Freedom of Movement (Su): Storm giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Storm giants ignore all weight penalties for gear carried when swimming.

Storm Giant Characters

About 20% of adult storm giants are sorcerers or clerics. A storm giant cleric has access to two of the following domains: Chaos, Good, Protection, or War.

GIBBERING MOUTHER

Medium Aberration

Hit Dice:	4d8+24 (42 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), swim 20 ft.
Armor Class:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+3/+3
Attack:	Bite +4 melee (1) or spittle +4 ranged touch (1d4 acid plus blindness)
Full Attack:	6 bites +4 melee (1) and spittle +4 ranged touch (1d4 acid plus blindness)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation

Special Qualities:	Amorphous, damage reduction 5/bludgeoning, darkvision 60 ft.
Saves:	Fort +7, Ref +4, Will +5
Abilities:	Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13
Skills:	Listen +4, Spot +9, Swim +8
Feats:	Lightning Reflexes, Weapon Finesse
Environment:	Underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	5–12 HD (Large)

Level Adjustment:

—

A gibbering mouther is a horrible creature seemingly drawn from a lunatic's nightmares. Although not evil, it thirsts after bodily fluids and seems to prefer the blood of intelligent creatures.

A gibbering mouther is about 3 feet across and 3 to 4 feet high. It weighs about 200 pounds.

Gibbering mouthers can speak Common, but seldom say anything other than gibberish.

COMBAT

A gibbering mouther attacks by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bites at the enemy. A mouther can send out a total of six such members in any round.

Gibbering (Su): As soon as a mouther spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouthers) within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouther's gibbering for 24 hours. The save DC is Charisma-based.

Spittle (Ex): As a free action every round, a gibbering mouther fires a stream of spittle at one opponent within 30 feet. The mouther makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, a gibbering mouther must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): On a successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a DC 12 Strength check or severed by a successful sunder attempt (the mouth has 2 hit points).

A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed.

Engulf (Ex): A gibbering mouther can try to engulf a Medium or smaller opponent grabbed by three or more mouths.

The opponent must succeed on a DC 14 Reflex save or fall and be engulfed. In the next round, the mouther makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the mouther from within. The previously attached mouths are now free to attack others. The save DC is Strength-based and includes a +2 racial bonus.

Ground Manipulation (Su): At will, as a standard action, a gibbering mouther can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouther in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A gibbering mouther is not subject to critical hits. It cannot be flanked.

Skills: Thanks to their multiple eyes, gibbering mouthers have a +4 racial bonus on Spot checks.

A gibbering mouther has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

GIRALLON

Large Magical Beast

Hit Dice:	7d10+20 (58 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	16 (-1 size, +3 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+7/+17

Attack:	Claw +12 melee (1d4+6)
Full Attack:	4 claws +12 melee (1d4+6) and bite +7 melee (1d8+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Rend 2d4+9
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +7, Ref +8, Will +5
Abilities:	Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Move Silently +8, Spot +6
Feats:	Iron Will, Toughness (2)
Environment:	Warm forests
Organization:	Solitary or company (5–8)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

Girallons are savage, magical cousins of the gorilla. When moving on the ground, a girallon walks on its legs and lower arms. An adult girallon is about 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs about 800 pounds.

COMBAT

A solitary girallon usually conceals itself in the branches of a tree or under a pile of leaves and brush, with only its nose showing. When it spots or scents prey, it charges to the attack. A girallon picks up prey that is small enough to carry and withdraws, often vanishing into the trees before the victim's companions can do anything to retaliate. Against larger foes, a girallon seeks to tear a single opponent to bits as quickly as it can.

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Skills: A girallon has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

GNOLL

Medium Humanoid (Gnoll)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 natural, +2 leather armor, +2 heavy steel shield), touch 10, flat-footed 15
Base Attack/Grapple:	+1/+3
Attack:	Battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3)
Full Attack:	Battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +0, Will +0
Abilities:	Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
Skills:	Listen +2, Spot +3
Feats:	Power Attack
Environment:	Warm plains
Organization:	Solitary, pair, hunting party (2–5 and 1–2 hyenas), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level and 5–8 hyenas), or tribe (20–200 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, and 7–12 hyenas; underground lairs also have 1–3 trolls)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

Gnolls are hyena-headed, evil humanoids that wander in loose tribes. Most gnolls have dirty yellow or reddish-brown fur. A gnoll is a nocturnal carnivore, preferring intelligent creatures for food because they scream more. A gnoll is about 7-1/2 feet tall and weighs 300 pounds. Gnolls speak Gnoll.

COMBAT

Gnolls like to attack when they have the advantage of numbers, using horde tactics and their physical strength to overwhelm and knock down their opponents. They show little discipline when fighting unless they have a strong leader; at such times, they can maintain ranks and fight as a unit. While they do not usually prepare traps, they do use ambushes and try to attack from a flanking position. Because of its shield, a gnoll's modifier on Hide checks (untrained) is -2, which means gnolls always take special care to seek favorable conditions when laying ambushes (such as darkness, cover, or some other form of advantageous terrain).

GNOLLS AS CHARACTERS

Gnoll characters possess the following racial traits.

- Strength +4, Constitution +2, Intelligence -2, Charisma -2.
- Size Medium.
- A gnoll's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A gnoll begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: A gnoll's humanoid levels give it skill points equal to $5 \times (2 + \text{Int modifier})$. Its class skills are Listen and Spot.
- Racial Feats: A gnoll's humanoid levels give it one feat.
- +1 natural armor bonus.
- Automatic Languages: Gnoll. Bonus Languages: Common, Draconic, Elven, Goblin, Orc.
- Favored Class: Ranger.
- Level adjustment +1.

GNAME

Gnome, 1st-Level Warrior		Svirfneblin, 1st-Level Warrior
	Small Humanoid (Gnome)	Small Humanoid (Gnome)
Hit Dice:	1d8+2 (6 hp)	1d8+4 (8 hp)
Initiative:	+0	+1
Speed:	20 ft. (4 squares)	15 ft. in banded mail armor (3 squares); base speed 20 ft.
Armor Class:	16 (+1 size, +4 chain shirt, +1 light shield), touch 11, flat-footed 16	23 (+1 size, +1 Dex, +4 dodge, +6 banded mail, +1 buckler), touch 16, flat-footed 18
Base Attack/Grapple:	+1/-3	+1/-3
Attack:	Longsword +2 melee (1d6/19–20) or light crossbow +3 ranged (1d6/19–20)	Heavy pick +2 melee (1d4/x4) or light crossbow +3 ranged (1d6/19–20)
Full Attack:	Longsword +2 melee (1d6/19–20) or light crossbow +3 ranged (1d6/19–20)	Heavy pick +2 melee (1d4/x4) or light crossbow +3 ranged (1d6/19–20)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Spell-like abilities
Special Qualities:	Gnome traits	Gnome traits, svirfneblin traits, spell resistance 12
Saves:	Fort +4, Ref +0, Will -1	Fort +5, Ref +3, Will +2
Abilities:	Str 11, Dex 11, Con 14, Int 10, Wis 9, Cha 8	Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4
Skills:	Hide +3, Listen +1, Spot +1	Hide +2, Listen +2, Spot +2
Feats:	Weapon Focus (light crossbow)	Toughness
Environment:	Temperate hills (Forest gnomes: Temperate forests)	Underground
Organization:	Company (2–4), squad (11–20 plus 1 leader of 3rd–6th level and 2 3rd-level lieutenants), or band (30–50 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 2–5 dire badgers)	Company (2–4), squad (11–20 plus 1 leader of 3rd–6th level and 2 3rd-level lieutenants), or band (30–50 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 2–5 Medium earth elementals)
Challenge Rating:	1/2	1

Treasure:	Standard	Standard
Alignment:	Usually neutral good	Usually neutral
Advancement:	By character class	By character class
Level Adjustment:	+0	+3

Gnomes stand 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. Gnomes reach adulthood at about age 40, and they live about 350 years, though some can live almost 500 years.

Gnomes speak their own language, Gnome. Most gnomes who travel outside gnome lands (as traders, tinkers, or adventurers) know Common, while warriors in gnome settlements usually learn Goblin.

Most gnomes encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Gnomes prefer misdirection and deception over direct confrontation.

They would rather befuddle or embarrass foes (other than goblinoids or kobolds) than kill them.

Gnomes make heavy use of illusion magic and carefully prepared ambushes and traps whenever they can.

Gnome Traits (Ex): Gnomes possess the following racial traits.

- +2 Constitution, -2 Strength.
- Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A gnome's base land speed is 20 feet.
- Low-light vision.
- Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.
- Automatic Languages: Common, Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, Orc.
- Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights, ghost sound, prestidigitation*. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level.
- Favored Class: Bard.

The gnome warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

SUBRACES

The information above is for rock gnomes, the most common variety.

There are two other major gnome subraces, which differ from rock gnomes as follows.

Svirfneblin

Also called deep gnomes, svirfneblin are said to dwell in great cities deep underground.

A svirfneblin has wiry, rock-colored skin usually medium brown to brownish gray. Only males are bald; females have stringy gray hair. The average svirfneblin lifespan is 250 years.

Svirfneblin speak Gnome, Common, and Undercommon.

Svirfneblin Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

- -2 Strength, +2 Dexterity, +2 Wisdom, -4 Charisma. These adjustments replace the rock gnome's ability score adjustments.

Stonecunning: This ability grants deep gnomes a +2 racial bonus on Search checks to notice unusual stonework. A deep gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching, and can use the Search skill to find stonework traps as a rogue can. A svirfneblin can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

— Darkvision out to 120 feet and low-light vision.

— Spell resistance equal to 11 + class levels.

— +2 racial bonus on all saving throws (figured into the statistics for the character presented here). This trait replaces the rock gnome's racial bonus on saving throws against illusions.

— Add +1 to the Difficulty Class for all saving throws against illusion spells cast by svirfneblin. This adjustment stacks with those from similar effects, such as the Spell Focus feat.

— +1 racial bonus on attack rolls against kobolds and goblinoids.

- +4 dodge bonus to Armor Class against all creatures (figured into the statistics for the character presented here). This trait replaces the rock gnome's dodge bonus against giants.
- Automatic Languages: Undercommon, Gnome, Common. Bonus Languages: Dwarven, Elven, Giant, Goblin, Orc, Terran. This trait replaces the rock gnome's automatic and bonus languages.
- Spell-Like Abilities: 1/day—*blindness/deafness* (typical save DC 13), *blur*, *disguise self*. Caster level equals the svirfneblin's class levels. The save DC is Charisma-based and include a +4 racial modifier. This trait replaces the rock gnome's spell-like abilities.
- Nondetection (Su): A svirfneblin has a continuous nondetection ability as the spell (caster level equal to class levels).
- +2 racial bonus on Craft (alchemy) and Listen checks.
- +2 racial bonus on Hide checks, which improves to +4 underground.
- Favored Class: Rogue.
- Level adjustment +3.

The svirfneblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Svirfneblin with levels in NPC classes have a CR equal to their character level. Svirfneblin with levels in PC classes have a CR equal to their character level +1.

Forest Gnome

They are the smallest of all the gnomes, averaging 2 to 2-1/2 feet in height, but look just like regular gnomes except with bark-colored or gray-green skin, and eyes that can be brown or green as well as blue. A very long-lived people, forest gnomes have an average life expectancy of 500 years.

Forest Gnome Traits (Ex): These traits are in addition to the rock gnome traits, except where noted.

- *Pass without Trace* (Su): A forest gnome has the innate ability to use *pass without trace* (self only, as a free action) as the spell cast by a druid of the forest gnome's class levels.
- +1 racial bonus on attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids.
- Automatic Languages: Gnome, Elven, Sylvan, and a simple language that enables them to communicate on a very basic level with forest animals (this replaces the rock gnome's *speak with animals* ability). Bonus Languages: Common, Draconic, Dwarven, Giant, Goblin, Orc. This trait replaces the rock gnome's automatic and bonus languages.
- +4 racial bonus on Hide checks, which improves to +8 in a wooded area.

GOBLIN

Goblin, 1st-Level Warrior

Small Humanoid (Goblinoid)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14
Base Attack/Grapple:	+1/-3
Attack:	Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
Full Attack:	Morningstar +2 melee (1d6) or javelin +3 ranged (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +1, Will -1
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Skills:	Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2
Feats:	Alertness
Environment:	Temperate plains
Organization:	Gang (4–9), band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24 with worg mounts), or tribe (40–400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 10–24 worgs, and 2–4 dire wolves)
Challenge Rating:	1/3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class

Level Adjustment: +0

A goblin stands 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors. Goblins speak Goblin; those with Intelligence scores of 12 or higher also speak Common.

Most goblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Being bullied by bigger, stronger creatures has taught goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Goblins have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Challenge Rating: Goblins with levels in NPC classes have a CR equal to their character level -2.

GOBLINS AS CHARACTERS

Goblin characters possess the following racial traits.

— -2 Strength, +2 Dexterity, -2 Charisma.

— Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

— A goblin's base land speed is 30 feet.

— Darkvision out to 60 feet.

— +4 racial bonus on Move Silently and Ride checks.

— Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.

— Favored Class: Rogue.

The goblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

GOLEM

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces.

The animating force for a golem is a spirit from the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator.

COMBAT

Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him alone.

Immunity to Magic (Ex): Golems have immunity to most magical and supernatural effects, except when otherwise noted.

CONSTRUCTION

The cost to create given for each golem includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the golem. Creating a golem is essentially similar to creating any sort of magic item. However, a golem's body includes costly material components that may require some extra preparation. The golem's creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the golem variety.

Completing the golem's creation drains the appropriate XP from the creator and requires casting any spells on the final day. The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

The characteristics of a golem that come from its nature as a magic item (caster level, prerequisite feats and spells, market price, cost to create) are given in summary form at the end of each golem's description.

Note: The market price of an advanced golem (a golem with more Hit Dice than the typical golem described in each entry) is increased by 5,000 gp for each additional Hit Die, and increased by an additional 50,000 gp if the golem's size increases. The

XP cost for creating an advanced golem is equal to 1/25 the advanced golem's market price minus the cost of the special materials required.

CLAY GOLEM

Large Construct

Hit Dice:	11d10+30 (90 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	22 (-1 size, -1 Dex, +14 natural), touch 8, flat-footed 22
Base Attack/Grapple:	+8/+19
Attack:	Slam +14 melee (2d10+7 plus cursed wound)
Full Attack:	2 slams +14 melee (2d10+7 plus cursed wound)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Berserk, cursed wound
Special Qualities:	Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	12–18 HD (Large); 19–33 HD (Huge)
Level Adjustment:	—

This golem has a humanoid body made from clay. A clay golem wears no clothing except for a metal or stiff leather garment around its hips.

A clay golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

Combat

Berserk (Ex): When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

Cursed Wound (Ex): The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

Immunity to Magic (Ex): A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

Haste (Su): After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Construction

A clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 1,500 gp. Creating the body requires a DC 15 Craft (sculpting) check or a DC 15 Craft (pottery) check.

CL 11th; Craft Construct, *animate objects*, *commune*, *resurrection*, caster must be at least 11th level; Price 40,000 gp; Cost 21,500 gp + 1,540 XP.

FLESH GOLEM

Large Construct

Hit Dice:	9d10+30 (79 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+6/+15
Attack:	Slam +10 melee (2d8+5)
Full Attack:	2 slams +10 melee (2d8+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Berserk
Special Qualities:	Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment:	—

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds.

A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

Combat

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Construction

The pieces of a flesh golem must come from normal human corpses that have not decayed significantly. Assembly requires a minimum of six different bodies—one for each limb, the torso (including head), and the brain. In some cases, more bodies may be necessary. Special unguents and bindings worth 500 gp are also required. Note that creating a flesh golem requires casting a spell with the evil descriptor.

Assembling the body requires a DC 13 Craft (leatherworking) check or a DC 13 Heal check.

CL 8th; Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, caster must be at least 8th level; Price 20,000 gp; Cost 10,500 gp + 780 XP.

IRON GOLEM

Large Construct

Hit Dice:	18d10+30 (129 hp)
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Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	30 (-1 size, -1 Dex, +22 natural) touch 8, flat-footed 30
Base Attack/Grapple:	+12/+28
Attack:	Slam +23 melee (2d10+11)
Full Attack:	2 slams +23 melee (2d10+11)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Breath weapon
Special Qualities:	Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +6, Ref +5, Will +6
Abilities:	Str 33, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	13
Treasure:	None
Alignment:	Always neutral
Advancement:	19–24 HD (Large); 25–54 HD (Huge)

Level Adjustment:

—

This golem has a humanoid body made from iron. An iron golem can be fashioned in any manner, just like a stone golem (see below), although it almost always displays armor of some sort. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a short sword in one hand. An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves with a ponderous but smooth gait. Each step causes the floor to tremble unless it is on a thick, solid foundation.

Combat

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Construction

An iron golem's body is sculpted from 5,000 pounds of pure iron, smelted with rare tinctures and admixtures costing at least 10,000 gp. Assembling the body requires a DC 20 Craft (armorsmithing) check or a DC 20 Craft (weaponsmithing) check. CL 16th; Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*, caster must be at least 16th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

STONE GOLEM

	Stone Golem	Greater Stone Golem
	Large Construct	Huge Construct
Hit Dice:	14d10+30 (107 hp)	42d10+40 (271 hp)
Initiative:	-1	-2
Speed:	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	26 (-1 size, -1 Dex, +18 natural), touch 8, flat-footed 26	27 (-2 size, -2 Dex, +21 natural), touch 6, flat-footed 27
Base	+10/+23	+31/+52
Attack/Grapple		
:		
Attack:	Slam +18 melee (2d10+9)	Slam +42 melee (4d8+13)
Full Attack:	2 slams +18 melee (2d10+9)	2 slams +42 melee (4d8+13)

Space/Reach:	10 ft./10 ft.	15 ft./15 ft.
Special Attacks:	Slow	Slow
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +4, Ref +3, Will +4	Fort +14, Ref +12, Will +14
Abilities:	Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1	Str 37, Dex 7, Con —, Int —, Wis 11, Cha 1
Skills:	—	—
Feats:	—	—
Environment:	Any	Any
Organization:	Solitary or gang (2–4)	Solitary or gang (2–4)
Challenge Rating:	11	16
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	15–21 HD (Large); 22–42 (Huge)	—

Level

Adjustment:

This golem has a humanoid body made from stone. A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

COMBAT

Stone golems are formidable opponents, being physically powerful and difficult to harm.

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Immunity to Magic (Ex): A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

CONSTRUCTION

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp. Assembling the body requires a DC 17 Craft (sculpting) check or a DC 17 Craft (stonemasonry) check.

CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *symbol of stunning*, caster must be at least 14th level; Price 90,000 gp; Cost 50,000 gp + 3,400 XP.

GREATER STONE GOLEM

A greater stone golem is 18 feet tall and weighs around 32,000 pounds. It resembles a typical stone golem in all respects, except that the Will save DC is 31 against its slow ability. CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *symbol of stunning*, caster must be at least 14th level; Price 196,000 gp; Cost 105,000 gp + 7,640 XP.

GORGON

Large Magical Beast

Hit Dice:	8d10+40 (85 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	20 (–1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+8/+17
Attack:	Gore +12 melee (1d8+7)
Full Attack:	Gore +12 melee (1d8+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Breath weapon, trample 1d8+7
Special Qualities:	Darkvision 60 ft., lowlight vision, scent
Saves:	Fort +11, Ref +6, Will +5

Abilities:	Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9
Skills:	Listen +9, Spot +8
Feats:	Alertness, Improved Initiative, Iron Will
Environment:	Temperate plains
Organization:	Solitary, pair, pack (3–4), or herd (5–13)
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	9–15 HD (Large); 16–24 HD (Huge)

Level Adjustment:

—

A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds. Gorgons are nothing if not aggressive. They attack intruders on sight, attempting to trample, gore, or petrify them. There is no way to calm these furious creatures, and they are impossible to domesticate.

COMBAT

Whenever possible, a gorgon begins an encounter by charging at its opponents.

Breath Weapon (Su): 60-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 19 negates. The save DC is Constitution-based.

Trample (Ex): Reflex DC 19 half. The save DC is Strength-based.

GRAY RENDER

Large Magical Beast

Hit Dice:	10d10+70 (125 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	19 (−1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+10/+20
Attack:	Bite +15 melee (2d6+6)
Full Attack:	Bite +15 melee (2d6+6); 2 claws +10 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, rend 2d6+9
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +14, Ref +7, Will +4
Abilities:	Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8
Skills:	Hide +2, Spot +10, Survival +3
Feats:	Cleave, Power Attack, Improved Bull Rush, Track
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Usually neutral
Advancement:	11–15 HD (Large); 16–30 HD (Huge)

Level Adjustment:

+5 (cohort)

A gray render stands about 9 feet tall in spite of its hunched posture and is about 4 feet wide. It weighs about 4,000 pounds. Gray renders are never found in groups. Each of these asexual creatures produces one offspring and carries it for a time in a pouch, but thereafter the young render must fend for itself.

A unique quality of the gray render is its tendency to bond with, protect, and provide for another creature (or group of creatures) native to its surroundings. Whether accepted or not, the render always attempts to remain fairly close, watching over its adopted charge(s) and daily bringing an offering of meat. It never willingly harms adopted creatures and retreats if they attack it.

COMBAT

A gray render attacks to kill, whether to bring down prey or to protect itself or those it has adopted. When hunting, it sometimes attempts to hide and wait for prey to wander close.

Improved Grab (Ex): To use this ability, a gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the

opponent's body and tearing the flesh. This attack automatically deals 2d6+9 points of damage.
Skills: Gray renders have a +4 racial bonus on Spot checks due to their six keen eyes.

GRICK

Medium Aberration

Hit Dice:	2d8 (9 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/+3
Attack:	Tentacle +3 melee (1d4+2)
Full Attack:	4 tentacles +3 melee (1d4+2); bite -2 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., scent
Saves:	Fort +0, Ref +2, Will +5
Abilities:	Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5
Skills:	Climb +10, Hide +3*, Listen +6, Spot +6
Feats:	Alertness, Track ^B
Environment:	Underground
Organization:	Solitary or cluster (2–4)
Challenge Rating:	3
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment:	—

An adult grick is about 8 feet long from the tips of its tentacles to the end of its body and weighs some 200 pounds. Its body coloration is uniformly dark, with a pale underbelly.

COMBAT

Gricks attack when hungry or threatened. They hunt by holing up near high-traffic areas, using their natural coloration to blend into convenient shadows. When prey (virtually anything that moves) ventures near, they lash out with their tentacles. A grick's rubbery body seems to shed blows of any kind. Its jaws are relatively small and weak compared to its body mass, so rather than consume its kill immediately, a grick normally drags its victim back to its lair to be eaten at its leisure.

A grick's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Multiple gricks do not fight in concert. Each attacks the prey closest to it, and breaks off the fight as soon as it can drag dead or unconscious prey away.

Skills: A grick has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

*Their coloration affords gricks a +8 racial bonus on Hide checks when in natural rocky areas.

GRIFFON

Large Magical Beast

Hit Dice:	7d10+21 (59 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 80 ft. (average)
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+7/+15
Attack:	Bite +11 melee (2d6+4)
Full Attack:	Bite +11 melee (2d6+4) and 2 claws +8 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+2
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +8, Ref +7, Will +5
Abilities:	Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8

Skills:	Jump +8, Listen +6, Spot +10
Feats:	Iron Will, Multiattack, Weapon Focus (bite)
Environment:	Temperate hills
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	+3 (cohort)

Grievous are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerge from the creature's back and span 25 feet or more. A griffon weighs about 500 pounds.

A griffon cannot speak, but understands Common.

COMBAT

Grievous prefer to pounce on their prey, either diving to the attack or leaping from above.

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks.

TRAINING A GRIFFON

Although intelligent, a griffon requires training before it can bear a rider in combat. To be trained, a griffon must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly griffon requires six weeks of work and a DC 25 Handle Animal check. Riding a griffon requires an exotic saddle. A griffon can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Grievous eggs are worth 3,500 gp apiece on the open market, while young are worth 7,000 gp each. Professional trainers charge 1,500 gp to rear or train a griffon.

Carrying Capacity: A light load for a griffon is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

GRIMLOCK

Medium Monstrous Humanoid

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+4
Attack:	Battleaxe +4 melee (1d8+3/ 3)
Full Attack:	Battleaxe +4 melee (1d8+3/ 3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Blindsight 40 ft., immunities, scent
Saves:	Fort +1, Ref +4, Will +2
Abilities:	Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6
Skills:	Climb +4, Hide +3*, Listen +5, Spot +3
Feats:	Alertness, Track ^B
Environment:	Underground
Organization:	Gang (2–4), pack (10–20), tribe (10–60 plus 1 leader of 3rd–5th level per 10 adults).
Challenge Rating:	1
Treasure:	Standard coins; standard goods (gems only); standard items
Alignment:	Often neutral evil
Advancement:	By character class
Level Adjustment:	+2

COMBAT

Grimlocks are blind, but their exceptional senses of smell and hearing allow them to notice foes nearby. As a result, they

usually shun ranged weapons and rush to the attack, brandishing their stone battleaxes.

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: *A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

GRIMLOCKS AS CHARACTERS

Grimlock characters possess the following racial traits.

— +4 Strength, +2 Dexterity, +2 Constitution, -2 Wisdom, -4 Charisma.

— Medium size.

— A grimlock's base land speed is 30 feet.

— Racial Hit Dice: A grimlock begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.

— Racial Skills: A grimlock's monstrous humanoid levels give it skill points equal to $5 \times (2 + \text{Int modifier, minimum 1})$. Its class skills are Climb, Hide, Listen, and Spot. Grimlocks gain a +10 racial bonus on Hide checks in mountain or underground settings.

— Racial Feats: A grimlock's monstrous humanoid levels give it one feat.

— Weapon Proficiency: A grimlock is automatically proficient with the battleaxe.

— +4 natural armor bonus.

— Special Qualities (see above): Blindsight 40 ft., immunities, scent.

— Automatic Languages: Common, Grimlock. Bonus Languages: Draconic, Dwarven, Gnome, Terran, Undercommon.

— Favored Class: Barbarian.

— Level adjustment +2.

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MONSTERS (H-I)

HAG

Although different hags are unique in appearance and mannerism, they have many aspects in common. All take the form of crones whose bent shapes belie their fierce power and swiftness.

Hags speak Giant and Common.

COMBAT

Hags are tremendously strong. They are naturally resistant to spells and can cast magic of their own. Hags often gather to form coveys. A covey, usually containing one hag of each type, can use powers beyond those of the individual members.

ANNIS

Large Monstrous Humanoid

Hit Dice:	7d8+14 (45 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19
Base Attack/Grapple:	+7/+18
Attack:	Claw +13 melee (1d6+7)
Full Attack:	2 claws +13 melee (1d6+7) and bite +8 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities
Special Qualities:	Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19
Saves:	Fort +6, Ref +6, Will +6
Abilities:	Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10
Skills:	Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +5, Intimidate +2, Listen +10, Spot +10
Feats:	Alertness, Blind-Fight, Great Fortitude
Environment:	Cold marshes
Organization:	Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	—

An annis commonly uses its *disguise self* ability to take the form of an exceptionally tall human, a fair giant, or an ogre.

An annis stands some 8 feet tall and weighs about 325 pounds.

Combat

Though physically powerful, these hags do not favor simple assaults but try to divide and confuse their foes before combat. They love to pose as commoners or gentlefolk to lull their victims into a sense of false security before they attack.

Improved Grab (Ex): To use this ability, an annis must hit a Large or smaller opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +13 melee, damage 1d6+7. An annis can attack a grappled foe with both claws at no penalty.

Rend (Ex): An annis that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+10 points of damage.

Spell-Like Abilities: 3/day—*disguise self*, *fog cloud*. Caster level 8th.

GREEN HAG

Medium Monstrous Humanoid

Hit Dice:	9d8+9 (49 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 30 ft.
Armor Class:	22 (+1 Dex, +11 natural), touch 11, flat-footed 21

Base Attack/Grapple:	+9/+13
Attack:	Claw +13 melee (1d4+4)
Full Attack:	2 claws +13 melee (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, weakness, mimicry
Special Qualities:	Darkvision 90 ft., spell resistance 18
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 14
Skills:	Concentration +7, Craft or Knowledge (any one) +7, Hide +9, Listen +11, Spot +11, Swim +12
Feats:	Alertness, Blind-Fight, Combat Casting, Great Fortitude
Environment:	Temperate marshes
Organization:	Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

Level Adjustment: —

Green hags are found in desolate swamps and dark forests.

A green hag is about the same height and weight as a female human.

Combat

Green hags prefer to attack from hiding, usually after distracting foes. They often use darkvision to their advantage by attacking during moonless nights.

Spell-Like Abilities: At will—*dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 9th. The save DC is Charisma-based.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Skills: A green hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SEA HAG

Medium Monstrous Humanoid (Aquatic)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 40 ft.
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+7
Attack:	Claw +7 melee (1d4+4)
Full Attack:	2 claws +7 melee (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Horrific appearance, evil eye
Special Qualities:	Amphibious, spell resistance 14
Saves:	Fort +2, Ref +4, Will +4
Abilities:	Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14
Skills:	Craft or Knowledge (any one) +3, Hide +4, Listen +6, Spot +6, Swim +12
Feats:	Alertness, Toughness
Environment:	Temperate aquatic
Organization:	Solitary or covey (3 hags of any kind plus 1–8 ogres and 1–4 evil giants)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

Level Adjustment: —

The sea hag is found in the water of seas or overgrown lakes.

A sea hag is about the same height and weight as a female human.

Combat

Sea hags are not subtle and prefer a direct approach to combat.

They usually remain in hiding until they can affect as many foes as possible with their horrific appearance.

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Skills: A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

HAG COVEY

From time to time, a trio of hags gathers as a covey. Usually this foul triune includes one hag of each type, but this is not always the case.

Combat

Hags in a covey rely on deception and their boosted magical abilities in combat.

A covey of hags is 80% likely to be guarded by 1d8 ogres and 1d4 evil giants who do their bidding. These minions are often disguised with a *veil* spell to appear less threatening and sent forth as spies. Such minions often (60%) carry magic stones known as *hag eyes* (see below).

Spell-Like Abilities: 3/day—*animate dead*, *bestow curse* (DC 17), *control weather*, *dream*, *forcecage*, *mind blank*, *mirage arcana* (DC 18), *polymorph*, *veil* (DC 19), *vision*. Caster level 9th. The save DCs are based on a Charisma score of 16. To use one of these abilities (which requires a full-round action), all three hags must be within 10 feet of one another, and all must participate.

Once per month, a covey that does not have a *hag eye* can create one from a gem worth at least 20 gp (see below).

Hag Eye

A *hag eye* is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a *gem of seeing* or other such effect reveals it as a disembodied eye. Often, a *hag eye* is worn as a ring, brooch, or other adornment. Any of the three hags who created the *hag eye* can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A *hag eye* has hardness 5 and 10 hit points. Destroying a *hag eye* deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

HALF-CELESTIAL

No matter the form, half-celestials are always comely and delightful to the senses, having golden skin, sparkling eyes, angelic wings, or some other sign of their higher nature.

CREATING A HALF-CELESTIAL

"Half-celestial" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or higher and nonevil alignment (referred to hereafter as the base creature).

A half-celestial uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Size is unchanged. Half-celestials are normally native outsiders.

Speed: A half-celestial has feathered wings and can fly at twice the base creature's base land speed (good maneuverability). If the base creature has a fly speed, use that instead.

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Special Attacks: A half-celestial retains all the special attacks of the base creature and also gains the following special abilities.

Daylight (Su): Half-celestials can use a *daylight* effect (as the spell) at will.

Smite Evil (Su): Once per day a half-celestial can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Spell-Like Abilities: A half-celestial with an Intelligence or Wisdom score of 8 or higher has two or more spell-like abilities, depending on its Hit Dice, as indicated on the table below. The abilities are cumulative.

Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

HD	Abilities
1–2	<i>Protection from evil</i> 3/day, <i>bless</i>
3–4	<i>Aid</i> , <i>detect evil</i>
5–6	<i>Cure serious wounds</i> , <i>neutralize poison</i>
7–8	<i>Holy smite</i> , <i>remove disease</i>
9–10	<i>Dispel evil</i>
11–12	<i>Holy word</i>
13–	<i>Holy aura</i> 3/day, <i>hallow</i>
14	
15–	<i>Mass charm monster</i>
16	
17–	<i>Summon monster IX</i> (celestials only)
18	
19–	<i>Resurrection</i>
20	

Special Qualities: A half-celestial has all the special qualities of the base creature, plus the following special qualities.

—Darkvision out to 60 feet.

—Immunity to disease.

—Resistance to acid 10, cold 10, and electricity 10.

—Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).

—A half-celestial's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

—Spell resistance equal to creature's HD + 10 (maximum 35).

—+4 racial bonus on Fortitude saves against poison.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +2, Wis +4, Cha +4.

Skills: A half-celestial gains skill points as an outsider and has skill points equal to $(8 + \text{Int modifier}) \times (\text{HD} + 3)$. Do not include Hit Dice from class levels in this calculation—the half-celestial gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Challenge Rating: HD 5 or less, as base creature +1; HD 6 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always good (any).

Level Adjustment: Same as base creature +4.

HALF-DRAGON

Half-dragon creatures are always more formidable than others of their kind that do not have dragon blood, and their appearance betrays their nature—scales, elongated features, reptilian eyes, and exaggerated teeth and claws. Sometimes they have wings.

CREATING A HALF-DRAGON

“Half-dragon” is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature).

A half-dragon uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to dragon. Size is unchanged. Do not recalculate base attack bonus or saves.

Hit Dice: Increase base creature's racial HD by one die size, to a maximum of d12. Do not increase class HD.

Speed: A half-dragon that is Large or larger has wings and can fly at twice its base land speed (maximum 120 ft.) with average maneuverability. A half-dragon that is Medium or smaller does not have wings.

Armor Class: Natural armor improves by +4.

Attack: A half-dragon has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-dragon retains this ability. A half-dragon fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A half-dragon fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Half-dragons have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A half-dragon retains all the special attacks of the base creature and gains a breath weapon based on the dragon variety (see the table below), usable once per day. A half-dragon's breath weapon deals 6d8 points of damage. A successful Reflex save (DC 10 + 1/2 half-dragon's racial HD + half-dragon's Con modifier) reduces damage by half.

Dragon Variety	Breath Weapon
Black	60-foot line of acid
Blue	60-foot line of lightning
Green	30-foot cone of corrosive (acid) gas
Red	30-foot cone of fire
White	30-foot cone of cold
Brass	60-foot line of fire
Bronze	60-foot line of lightning
Copper	60-foot line of acid
Gold	30-foot cone of fire
Silver	30-foot cone of cold

Special Qualities: A half-dragon has all the special qualities of the base creature, plus darkvision out to 60 feet and low-light vision. A half-dragon has immunity to *sleep* and paralysis effects, and an additional immunity based on its dragon variety.

Dragon Variety	Immunity	Dragon Variety	Immunity
Black	Acid	Brass	Fire
Blue	Electricity	Bronze	Electricity
Green	Acid	Copper	Acid
Red	Fire	Gold	Fire
White	Cold	Silver	Cold

Abilities: Increase from the base creature as follows: Str +8, Con +2, Int +2, Cha +2.

Skills: A half-dragon gains skill points as a dragon and has skill points equal to $(6 + \text{Int modifier}) \times (\text{HD} + 3)$. Do not include Hit Dice from class levels in this calculation—the half-dragon gains dragon skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Environment: Same as either the base creature or the dragon variety.

Challenge Rating: Same as the base creature + 2 (minimum 3).

Alignment: Same as the dragon variety.

Level Adjustment: Same as base creature +3.

HALF-FIEND

No matter its form, a half-fiend is always hideous to behold, having dark scales, horns, glowing red eyes, bat wings, a fetid odor, or some other obvious sign that it is tainted with evil.

CREATING A HALF-FIEND

"Half-fiend" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or more and nongood alignment (referred to hereafter as the base creature).

A half-fiend uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-fiends are normally native outsiders.

Speed: A half-fiend has bat wings. Unless the base creature has a better fly speed, the creature can fly at the base creature's base land speed (average maneuverability).

Armor Class: Natural armor improves by +1 (this stacks with any natural armor bonus the base creature has).

Attack: A half-fiend has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the half-fiend retains this ability. A half-fiend fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A half-fiend fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Half-fiends have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A half-fiend retains all the special attacks of the base creature and gains the following special attack.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: A half-fiend with an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its Hit Dice, as indicated on the table below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

HD	Abilities
1–2	<i>Darkness</i> 3/day
3–4	<i>Desecrate</i>
5–6	<i>Unholy blight</i>
7–8	<i>Poison</i> 3/day
9–10	<i>Contagion</i>
11–12	<i>Blasphemy</i>
13–	<i>Unholy aura</i> 3/day, <i>unhallow</i>
14	
15–	<i>Horrid wilting</i>
16	
17–	<i>Summon monster IX</i> (fiends only)
18	
19–	<i>Destruction</i>
20	

Special Qualities: A half-fiend has all the special qualities of the base creature, plus the following special qualities.

—Darkvision out to 60 feet.

—Immunity to poison.

—Resistance to acid 10, cold 10, electricity 10, and fire 10.

—Damage reduction: 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).

—A half-fiend's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

—Spell resistance equal to creature's HD + 10 (maximum 35).

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +2, Int +4, Cha +2.

Skills: A half-fiend gains skill points as an outsider and has skill points equal to $(8 + \text{Int modifier}) \times (\text{HD} + 3)$. Do not include Hit Dice from class levels in this calculation—the half-fiend gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always evil (any).

Level Adjustment: +4.

HALFLING

Halfling, 1st-Level Warrior

	Small Humanoid (Halfling)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	16 (+1 size, +1 Dex, +3 studded leather, +1 light shield), touch 12, flat-footed 15
Base Attack/Grapple:	+1/-3
Attack:	Longsword +3 melee (1d6/19–20) or light crossbow +3 ranged (1d6/19–20)
Full Attack:	Longsword +3 melee (1d6/19–20) or light crossbow +3 ranged (1d6/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Halfling traits
Special Qualities:	Halfling traits
Saves:	Fort +4, Ref +2, Will +0
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Skills:	Climb +2, Hide +4, Jump –4, Listen +3, Move Silently +1
Feats:	Weapon Focus (longsword)
Environment:	Warm plains (Deep halfling: Warm hills) (Tallfellow: Temperate forests)
Organization:	Company (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, 6–10 dogs, and 2–5 riding dogs)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+0
Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen. Halflings prefer simple, comfortable, and practical clothes. Unlike members of most races, they prefer actual comfort to shows of wealth. Halflings reach adulthood in their early twenties and generally live into the middle of their second century. Halflings speak Halfling and Common.	
Most halflings encountered outside their home are warriors; the information in the statistics block is for one of 1st level.	
COMBAT	
Halflings prefer to fight defensively, usually hiding and launching ranged attacks as the foe approaches. Their tactics are very much like those of elves but place more emphasis on cover and concealment and less on mobility.	
Halfling Traits (Ex): Halflings possess the following racial traits.	
— +2 Dexterity, –2 Strength.	
— Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.	
— A halfling's base land speed is 20 feet.	
— +2 racial bonus on Climb, Jump, and Move Silently checks.	
— +1 racial bonus on all saving throws.	
— +2 morale bonus on saving throws against fear. This bonus stacks with the halfling's +1 bonus on saving throws in general.	
— +1 racial bonus on attack rolls with thrown weapons and slings.	
— +2 racial bonus on Listen checks.	
— Automatic Languages: Common, Halfling. Bonus Languages: Dwarven, Elven, Gnome, Goblin, Orc.	
— Favored Class: Rogue.	
The halfling warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.	

SUBRACES

The information above is for the lightfoot halfling, the most common halfling variety. There are two other major halfling subraces, which differ from lightfoot halflings as follows.

Tallfellow

Tallfellows are somewhat rare among halfling folk. Tallfellows are 4 feet tall or more and weigh between 30 and 35 pounds. They generally speak Elven in addition to Common and Halfling.

Tallfellow Traits (Ex): These traits are in addition to the lightfoot halfling traits, except where noted.

— +2 racial bonus on Search, Spot, and Listen checks. Like an elf, a tallfellow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it. This trait replaces the lightfoot's +2 bonus on Listen checks.

—Tallfellows are less athletic than lightfoot halflings and do not have a racial bonus on Climb, Jump, and Move Silently checks.

Deep Halfling

These halflings are shorter and stockier than the more common lightfeet.

Deep halflings are about 2-1/2 tall and weigh between 30 and 35 pounds. Deep halflings speak Dwarven fluently.

Deep Halfling Traits (Ex): These traits are in addition to the lightfoot halfling traits, except where noted.

—Darkvision out to 60 feet.

—Stonecunning: Like dwarves, deep halflings have a +2 racial bonus on checks to notice unusual stonework. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A deep halfling who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A deep halfling can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

— +2 racial bonus on Appraise checks and Craft checks that are related to stone or metal.

—Deep halflings are less athletic than lightfoot halflings and do not have a racial bonus on Climb, Jump, and Move Silently checks.

HARPY

Harpy		Harpy Archer, 7th-Level Fighter
Medium Monstrous Humanoid		Medium Monstrous Humanoid
Hit Dice:	7d8 (31 hp)	7d8 + 7d10 + 28 (103 hp)
Initiative:	+2	+9
Speed:	20 ft. (4 squares), fly 80 ft. (average)	20 ft. (4 squares), fly 80 ft. (average)
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11	AC 23 (+5 Dex, +1 natural, +6 +3 studded leather, +1 ring of protection +1), touch 16, flat-footed 18
Base	+7/+7	+14/+15
Attack/Grapple		
Attack:	Club +7 melee (1d6)	+1 frost composite longbow (+1 Str bonus) +22 ranged (1d8+4/19–20/×3 plus 1d6 cold) or claw +15 melee (1d3+1)
Full Attack:	Club +7/+2 melee (1d6) and 2 claws +2 melee (1d3)	+1 frost composite longbow (+1 Str bonus) +22/+17/+12 ranged (1d8+4/19–20/×3 plus 1d6 cold) or 2 claws +15 melee (1d3+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Captivating song	Captivating song
Special Qualities:	Darkvision 60 ft.	Darkvision 60 ft.
Saves:	Fort +2, Ref +7, Will +6	Fort +11, Ref +14, Will +11
Abilities:	Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17	Str 12, Dex 20, Con 14, Int 6, Wis 11, Cha 19
Skills:	Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3	Bluff +11, Intimidate +5, Listen +7, Perform (oratory) +10, Spot +5
Feats:	Dodge, Flyby Attack, Persuasive	Alertness, Improved Critical (composite longbow), Improved Initiative, Iron Will, Manyshot, Point Blank Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)
Environment:	Temperate marshes	Temperate marshes
Organization:	Solitary, pair, or flight (7–12)	Solitary

Challenge Rating:	4	11
Treasure:	Standard	Standard (including equipment)
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	By character class
Level Adjustment:	+3	+3

Harpies like to entrance hapless travelers with their magical songs and lead them to unspeakable torments. Only when a harpy has finished playing with its new “toys” will it release them from suffering by killing and consuming them.

COMBAT

When a harpy engages in battle, it prefers to use Flyby Attack and strike with a melee weapon.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy’s song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster’s attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard’s countersong ability allows the captivated creature to attempt a new Will save.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

HARPY ARCHER

A cruel hunter and roaming brigand, the harpy archer has trained as a fighter specializing in ranged combat. Harpy archers often become mercenaries, selling their services to the highest bidder. When not employed, they make ends meet as highway robbers, forcing merchant caravans to pay protection money.

COMBAT

Captivating Song (Su): Will DC 17 negates.

Possessions: +3 studded leather, +1 frost composite longbow (+1 Str bonus), 10 cold iron arrows, 10 silvered arrows, 5 +2 arrows, lesser bracers of archery, potion of cure moderate wounds, potion of cat’s grace, cloak of resistance +2, ring of protection +1. (Different harpy archers may have different possessions.)

HELL HOUND

Hellhound		Nessian Warhound
Medium Outsider (Evil, Extraplanar, Fire, Lawful)		Large Outsider (Evil, Extraplanar, Fire, Lawful)
Hit Dice:	4d8+4 (22 hp)	12d8+60 (114 hp)
Initiative:	+5	+6
Speed:	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15	24 (-1 size, +2 Dex, +7 natural, +6 +2 chain shirt barding), touch 11, flat-footed 22
Base	+4/+5	+12/+24
Attack/Grapple		
:		
Attack:	Bite +5 melee (1d8+1 plus 1d6 fire)	Bite +20 melee (2d6+12/19–20 plus 1d8 fire)
Full Attack:	Bite +5 melee (1d8+1 plus 1d6 fire)	Bite +20 melee (2d6+12/19–20 plus 1d8 fire)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Breath weapon, fiery bite	Breath weapon, fiery bite
Special Qualities:	Darkvision 60 ft., immunity to fire, scent, vulnerability to cold	Darkvision 60 ft., immunity to fire, scent, vulnerability to cold
Saves:	Fort +5, Ref +5, Will +4	Fort +13, Ref +10, Will +9
Abilities:	Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6	Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6
Skills:	Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7*	Hide +17, Jump +19, Listen +18, Move Silently +21, Spot +18, Survival +8*, Tumble +3
Feats:	Improved Initiative, Run, Track ^B	Alertness, Improved Critical (bite), Improved Initiative, Track, Weapon Focus (bite)
Environment:	A lawful evil-aligned plane	A lawful evil plane
Organization:	Solitary, pair, or pack (5–12)	Solitary, pair, or pack (1–2 Nessian warhounds and

		5–12 hell hounds)
Challenge Rating:	3	9
Treasure:	None	+2 <i>chain shirt barding</i>
Alignment:	Always lawful evil	Always lawful evil
Advancement:	5–8 HD (Medium); 9–12 HD (Large)	13–17 HD (Large); 18–24 HD (Huge)
Level	+3 (cohort)	+4 (cohort)

Adjustment:

A typical hell hound stands 4-1/2 feet high at the shoulder and weighs 120 pounds.

Hell hounds do not speak but understand Infernal.

COMBAT

Hell hounds are efficient hunters. A favorite pack tactic is to surround prey quietly, then attack with one or two hounds, driving it toward the rest with their fiery breath. If the prey doesn't run, the pack closes in. Hell hounds track fleeing prey relentlessly.

A hell hound's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills: Hell hounds have a +5 racial bonus on Hide and Move Silently checks.

*They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

NESSIAN WARHOUND

Nessian warhounds are coalblack mastiffs the size of draft horses, often fitted with shirts of infernal chainmail. Nessian warhounds resemble hell hounds, except as otherwise noted.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 21 half. The save DC is Constitution-based.

Fiery Bite (Su): A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

HIPPOGRIFF

Large Magical Beast

Hit Dice:	3d10+9 (25 hp)
Initiative:	+2
Speed:	50 ft. (10 squares), fly 100 ft. (average)
Armor Class:	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+11
Attack:	Claw +6 melee (1d4+4)
Full Attack:	2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8
Skills:	Listen +4, Spot +8
Feats:	Dodge, Wingover
Environment:	Temperate hills
Organization:	Solitary, pair, or flight (7–12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Large); 7–9 HD (Huge)
Level Adjustment:	—

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds.

COMBAT

Hippogriffs dive at their prey and strike with their clawed forelegs. When they cannot dive, they slash with claws and beak. Mated pairs and flights of these creatures attack in concert, diving repeatedly to drive away or kill intruders. Hippogriffs fight to the death to defend their nests and their hatchlings, which are prized as aerial mounts and fetch a handsome price in many civilized areas.

Skills: Hippogriffs have a +4 racial bonus on Spot checks.

TRAINING A HIPPOGRIFF

A hippogriff requires training before it can bear a rider in combat.

Training a hippogriff requires six weeks of work and a DC 25 Handle Animal check. Riding a hippogriff requires an exotic saddle. A hippogriff can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Hippogriff eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 1,000 gp to rear or train a hippogriff.

Carrying Capacity: A light load for a hippogriff is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

HOBOGLIN

Hobgoblin, 1st-Level Warrior

	Medium Humanoid (Goblinoid)
Hit Dice:	1d8+2 (6 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
Base Attack/Grapple:	+1/+2
Attack:	Longsword +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1)
Full Attack:	Longsword +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +1, Will –1
Abilities:	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8
Skills:	Hide +3, Listen +2, Move Silently +3, Spot +2
Feats:	Alertness
Environment:	Warm hills
Organization:	Gang (4–9), band (10–100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24), or tribe (30–300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 2–4 dire wolves, and 1–4 ogres or 1–2 trolls)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+1

Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair. Hobgoblins speak Goblin and Common. Most hobgoblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

COMBAT

These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins hate elves and attack

them first, in preference to other opponents.

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

The hobgoblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

HOBGOBLIN CHARACTERS

Hobgoblin characters possess the following racial traits.

— +2 Dexterity, +2 Constitution.

—A hobgoblin's base land speed is 30 feet.

—Darkvision out to 60 feet.

— +4 racial bonus on Move Silently checks.

—Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Dwarven, Infernal, Giant, Orc.

—Favored Class: Fighter.

—Level adjustment +1.

HOMUNCULUS

Tiny Construct

Hit Dice:	2d10 (11 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 50 ft. (good)
Armor Class:	14 (+2 Dex, +2 size), touch 14, flat-footed 12
Base Attack/Grapple:	+1/-8
Attack:	Bite +2 melee (1d4-1 plus poison)
Full Attack:	Bite +2 melee (1d4-1 plus poison)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Construct traits, darkvision 60 ft., low-light vision
Saves:	Fort +0, Ref +4, Will +1
Abilities:	Str 8, Dex 15, Con —, Int 10, Wis 12, Cha 7
Skills:	Hide +14, Listen +4, Spot +4
Feats:	Lightning Reflexes
Environment:	Any
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Any (same as creator)
Advancement:	3-6 HD (Tiny)
Level Adjustment:	-

A homunculus is a miniature servant created by a wizard. These creatures are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features. Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature. A homunculus cannot speak, but the process of creating one links it telepathically with its creator.

It knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet. A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. An attack that destroys a homunculus deals 2d10 points of damage to its master.

If the creature's master is slain, the homunculus also dies, and its body swiftly melts away into a pool of ichor.

COMBAT

Homunculi land on their victims and bite with their venomous fangs.

Poison (Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

CONSTRUCTION

A homunculus is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood. The materials cost 50 gp. The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a DC 12 Craft (sculpting) check or a DC 12 Craft (pottery) check.

After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or

workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together. A homunculus with more than 2 Hit Dice can be created, but each additional Hit Die adds +2,000 gp to the cost to create. Craft Construct, *arcane eye*, *mirror image*, *mending*, caster must be at least 4th level; Price — (never sold); Cost 1,050 gp + 78 XP.

HOWLER

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	6d8+12 (39 hp)
Initiative:	+7
Speed:	60 ft. (12 squares)
Armor Class:	17 (−1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+6/+15
Attack:	Bite +10 melee (2d8+5)
Full Attack:	Bite +10 melee (2d8+5) and 1d4 quills +5 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Quills, howl
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +7, Ref +8, Will +7
Abilities:	Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8
Skills:	Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks)
Feats:	Alertness, Combat Reflexes, Improved Initiative
Environment:	A chaotic-aligned plane
Organization:	Solitary, gang (2–4), or pack (6–10)
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7–9 HD (Large); 11–18 HD (Huge)
Level Adjustment:	+3 (cohort)

Howlers live on planes where chaos and evil hold sway. A howler is about 8 feet long and weighs about 2,000 pounds. Although they are surprisingly intelligent, howlers do not speak—they only howl. If there is a language within the howls, as some have suggested, even spells cannot decipher it. Howlers understand Abyssal.

COMBAT

Howlers attack in groups, for they are cowardly and cruel. They prefer to charge into combat, race out, and then charge in again. A howler's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a −1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

TRAINING A HOWLER

Although intelligent, a howler requires training before it can bear a rider in combat. To be trained, a howler must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly howler requires six weeks of work and a DC 25 Handle Animal check. Riding a howler requires an exotic saddle. A howler can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461–920 pounds; and a heavy load, 921–1,380 pounds. A howler can drag 6,900 pounds.

HYDRA

Five-Headed Hydra

Six-Headed Hydra

Seven-Headed Hydra

Hit Dice:	Huge Magical Beast	Huge Magical Beast	Huge Magical Beast
Initiative:	5d10+28 (55 hp)	6d10+33 (66 hp)	7d10+38 (77 hp)
Speed:	+1	+1	+1
Armor Class:	20 ft. (4 squares), swim 20 ft.	20 ft. (4 squares), swim 20 ft.	20 ft. (4 squares), swim 20 ft.
Base	15 (-2 size, +1 Dex, +6 natural), touch 9, flat-footed 14	16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15	17 (-2 size, +1 Dex, +8 natural), touch 9, flat-footed 16
Attack/Grapple:	+5/+16	+6/+17	+7/+19
Attack:	5 bites +6 melee (1d10+3)	6 bites +8 melee (1d10+3)	7 bites +10 melee (1d10+4)
Full Attack:	5 bites +6 melee (1d10+3)	6 bites +8 melee (1d10+3)	7 bites +10 melee (1d10+4)
Space/Reach:	15 ft./10 ft.	15 ft./10 ft.	15 ft./10 ft.
Special Attacks:	—	—	—
Special Qualities:	Darkvision 60 ft., fast healing 15, low-light vision, scent	Darkvision 60 ft., fast healing 16, low-light vision, scent	Darkvision 60 ft., fast healing 17, low-light vision, scent
Saves:	Fort +9, Ref +5, Will +3	Fort +10, Ref +6, Will +4	Fort +10, Ref +6, Will +4
Abilities:	Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +6, Spot +6, Swim +11	Listen +6, Spot +7, Swim +11	Listen +7, Spot +7, Swim +12
Feats:	Combat Reflexes ^B , Iron Will, Toughness	Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)	Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	4 (normal); 6 (pyro- or cryo-)	5 (normal); 7 (pyro- or cryo-)	6 (normal); 8 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Eight-Headed Hydra	Nine-Headed Hydra	Ten-Headed Hydra
Hit Dice:	Huge Magical Beast	Huge Magical Beast	Huge Magical Beast
Initiative:	8d10+43 (87 hp)	9d10+48 (97 hp)	10d10+53 (108 hp)
Speed:	+1	+1	+1
Armor Class:	20 ft. (4 squares), swim 20 ft.	20 ft. (4 squares), swim 20 ft.	20 ft. (4 squares), swim 20 ft.
Base	18 (-2 size, +1 Dex, +9 natural), touch 9, flat-footed 17	19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18	20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
Attack/Grapple:	+8/+20	+9/+22	+10/+23
Attack:	8 bites +11 melee (1d10+4)	9 bites +13 melee (1d10+5)	10 bites +14 melee (1d10+5)
Full Attack:	8 bites +11 melee (1d10+4)	9 bites +13 melee (1d10+5)	10 bites +14 melee (1d10+5)
Space/Reach:	15 ft./10 ft.	15 ft./10 ft.	15 ft./10 ft.
Special Attacks:	—	—	—
Special Qualities:	Darkvision 60 ft., fast healing 18, low-light vision, scent	Darkvision 60 ft., fast healing 19, low-light vision, scent	Darkvision 60 ft., fast healing 20, low-light vision, scent
Saves:	Fort +11, Ref +7, Will +4	Fort +11, Ref +7, Will +5	Fort +12, Ref +8, Will +3
Abilities:	Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +7, Spot +8, Swim +12	Listen +8, Spot +8, Swim +13	Listen +8, Spot +9, Swim +13
Feats:	Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)	Blind-Fight, Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)	Blind-Fight, Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate marshes (Pyro: Warm marshes)	Temperate marshes (Pyro: Warm marshes)	Temperate marshes (Pyro: Warm marshes)

	(Cryo: Cold marshes)	(Cryo: Cold marshes)	(Cryo: Cold marshes)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7 (normal); 9 (pyro- or cryo-)	8 (normal); 10 (pyro- or cryo-)	9 (normal); 11 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Eleven-Headed Hydra	Twelve-Headed Hydra
	Huge Magical Beast	Huge Magical Beast
Hit Dice:	11d10+58 (118 hp)	12d10+63 (129 hp)
Initiative:	+1	+1
Speed:	20 ft. (4 squares), swim 20 ft.	20 ft. (4 squares), swim 20 ft.
Armor Class:	21 (-2 size, +1 Dex, +12 natural), touch 9, flat-footed 20	22 (-2 size, +1 Dex, +13 natural), touch 9, flat-footed 21
Base	+11/+25	+12/+26
Attack/Grapple:		
Attack:	11 bites +16 melee (1d10+6)	12 bites +17 melee (2d8+6)
Full Attack:	11 bites +16 melee (1d10+6)	12 bites +17 melee (2d8+6)
Space/Reach:	15 ft./10 ft.	15 ft./10 ft.
Special Attacks:	—	—
Special Qualities:	Darkvision 60 ft., fast healing 21, low-light vision, scent	Darkvision 60 ft., fast healing 22, low-light vision, scent
Saves:	Fort +12, Ref +8, Will +5	Fort +13, Ref +9, Will +6
Abilities:	Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9	Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Skills:	Listen +9, Spot +9, Swim +14	Listen +9, Spot +10, Swim +14
Feats:	Blind-Fight, Combat Reflexes ^B , Iron Will, Toughness, Weapon Focus (bite)	Blind-Fight, Combat Reflexes ^B , Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)
Environment:	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)	Temperate marshes (Pyro: Warm marshes) (Cryo: Cold marshes)
Organization:	Solitary	Solitary
Challenge Rating:	10 (normal); 12 (pyro- or cryo-)	11 (normal); 13 (pyro- or cryo-)
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral	Usually neutral
Advancement:	—	—
Level Adjustment:	—	—

Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds. Hydras do not speak.

COMBAT

Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him. Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties. Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day.

To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing (see below) and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body.

Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Fast Healing (Ex): Each round, a hydra heals damage equal to $10 + \text{the number of its original heads}$.

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

PYROHYDRA

Huge Magical Beast (Fire)

These reddish hydras can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage per head. A successful Reflex save halves the damage. The save DC is $10 + \frac{1}{2} \text{ hydra's original number of heads} + \text{hydra's Con modifier}$.

Fire attacks cannot prevent a pyrohydra's stump from growing new heads (since a pyrohydra has immunity to fire), but 5 points of cold damage does.

CRYOHYDRA

Huge Magical Beast (Cold)

These purplish hydras can breathe jets of frost 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of cold damage per head. A successful Reflex save halves the damage. The save DC is $10 + \frac{1}{2} \text{ hydra's original number of heads} + \text{hydra's Con modifier}$.

Cold attacks cannot prevent a cryohydra's stump from growing new heads (since a cryohydra has immunity to cold), but 5 points of fire damage does.

INEVITABLE

Inevitables are constructs whose sole aim is to enforce the natural laws of the universe.

Each type of inevitable is designed to find and punish a particular kind of transgression, hunting down a person or group that has violated a fundamental principle. When an inevitable is created, it receives its first mission, then finds the transgressors and metes out appropriate punishment. The sentence is usually death, although some inevitables insist on compensation to the wronged party instead, using *geas* and *mark of justice* to ensure compliance. From its first step, an inevitable focuses totally on its target. It continues its efforts no matter how cold the trail or hopeless the task. Inevitables are single-minded in pursuit of their quarry, but they are under orders to leave innocents alone. Accomplices to their prey are fair game, however, which sometimes creates conflicts within their programming.

Inevitables gladly sacrifice themselves to complete a mission, but they aren't suicidal. Faced with impending defeat, they are likely to withdraw and seek a way to even the odds. They are determined but patient foes. They ally with others if that helps accomplish their mission, but they have a hard time keeping allies for long.

Inevitables tend to stick out in a crowd while they're in observation mode, but they seem oblivious to the attention. Their forms vary, but all inevitables are gold-and-silver clockwork creatures, with gears and pistons where muscles would be on flesh-and-blood creatures. Their eyes glow with a golden radiance.

Note that unlike most constructs, inevitables have an Intelligence score and can think, learn, and remember.

Inevitables speak Abyssal, Celestial, Infernal, and the native language of their first target.

COMBAT

Unless their very existence is threatened, inevitables focus completely on the transgressor they've been assigned to, ignoring other combatants completely. An inevitable might attack anyone who hinders its progress, but it won't tarry beyond the point where it can reengage its quarry. Inevitables take self-defense very seriously; anyone who attacks an inevitable with what the creature perceives as deadly force is met with deadly force in return.

An inevitable's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Fast Healing (Ex): An inevitable heals a certain amount of damage each round (specified in each variety's description) as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

KOLYARUT

Medium Construct (Extraplanar, Lawful)

Hit Dice:	13d10+20 (91 hp)
Initiative:	+1
Speed:	20 ft. in banded mail (4 squares); base speed 30 ft.
Armor Class:	27 (+1 Dex, +10 natural, +6 banded mail) touch 11, flat-footed 26
Base Attack/Grapple:	+9/+11
Attack:	Vampiric touch +11 melee touch (5d6) or enervation ray +10 ranged touch (as spell) or +2 <i>longsword</i> +13 melee (1d8+5/19–20) or slam +11 melee (1d6+3)
Full Attack:	Vampiric touch +11/+6 melee touch (5d6) or enervation ray +10 ranged touch (as spell) or +2 <i>longsword</i> +13/+8 melee (1d8+5/19–20) or slam +11/+6 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Enervation ray, spell-like abilities, vampiric touch
Special Qualities:	Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 22
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 14, Dex 13, Con —, Int 10, Wis 17, Cha 16
Skills:	Diplomacy +5, Disguise +12, Gather Information +12, Listen +11, Search +5, Sense Motive +12, Spot +11, Survival +3 (+5 following tracks)
Feats:	Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quicken Spell-Like Ability (<i>suggestion</i>)
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	14–22 HD (Medium); 23–39 HD (Large)

Level Adjustment:

—

Kolyaruts mete out punishment to those who break bargains and oaths.

Before beginning a mission against a deal-breaker, a kolyarut learns as much about the contract or oath as possible. It's not interested in those who break deals accidentally or against their will—only those who willingly break contracts violate the principle that kolyaruts are created to uphold. If a written contract was broken, the kolyarut typically carries a copy of the contract with it.

Kolyaruts are the most talkative of the inevitables, making credible attempts at social niceties such as proper greetings before getting down to the matter at hand. They can use *disguise self* to appear as almost any kind of humanoid—useful if they need to go undercover to catch their quarry.

Combat

Like all inevitables, a kolyarut is patient enough to study a target before striking. It has a good idea of the deal-breaker's abilities and defenses before it enters battle. When it fights, it tries to get the conflict over as soon as possible, minimizing excess bloodshed and mayhem. It doesn't let concern for innocents delay or endanger its mission, however.

A kolyarut's favorite tactic is to use *invisibility* or *disguise self* to sneak close, then eliminate the quarry with its vampiric touch ability before it can react. A kolyarut has no compunctions about using its vampiric touch ability on allies to increase its own power, if doing so helps it complete its mission.

A kolyarut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Enervation Ray (Su): A kolyarut can fire a black enervation ray at targets within 200 feet. The effect is identical with the *enervation* spell (caster level 13th).

Spell-Like Abilities: At will—*discern lies* (DC 17), *disguise self*, *fear* (DC 17), *hold person* (DC 16), *invisibility*, *locate creature*, *suggestion* (DC 16); 1/day—*hold monster* (DC 17), *mark of justice*; 1/week—*geas/quest*. Caster level 13th. The save DCs are Charisma-based.

Vampiric Touch (Su): As a melee touch attack, a kolyarut can steal life force from its foe, as the *vampiric touch* spell (caster level 13th).

Skills: A kolyarut has a +4 racial bonus on Disguise, Gather Information, and Sense Motive checks.

MARUT

Large Construct (Extraplanar, Lawful)

Hit Dice:	15d10+30 (112 hp)
Initiative:	+1
Speed:	30 ft. in full plate armor (6 squares); base speed 40 ft.
Armor Class:	34 (-1 size, +1 Dex, +16 natural, +8 full plate armor), touch 10, flat-footed 33
Base Attack/Grapple:	+11/+27
Attack:	Slam +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity)
Full Attack:	2 slams +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Fists of thunder and lightning, spell-like abilities
Special Qualities:	Construct traits, damage reduction 15/chaotic, darkvision 60 ft., fast healing 10, low-light vision, spell resistance 25
Saves:	Fort +7, Ref +6, Will +8
Abilities:	Str 35, Dex 13, Con —, Int 12, Wis 17, Cha 18
Skills:	Concentration +13, Diplomacy +6, Knowledge (religion) +10, Listen +16, Search +10, Sense Motive +12, Spot +16, Survival +3 (+5 following tracks)
Feats:	Ability Focus (fists), Awesome Blow, Combat Casting, Great Fortitude, Improved Bull Rush, Power Attack
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	15
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	16–28 HD (Large); 29–45 HD (Huge)
Level Adjustment:	—

Maruts confront those who would try to deny the grave itself.

Any who use unnatural means to extend their life span could be targeted by a marut. Those who take extraordinary measures to cheat death in some other way might be labeled transgressors as well. Those who use magic to reverse death aren't worthy of a marut's attention unless they do so repeatedly or on a massive scale.

When a marut has identified its target, it walks surely and implacably toward the foe, never resting.

Combat

Once it has found its target, a marut brings it the death it has been trying to avoid. Those who defile death through necromancy may instead receive a *geas* and/or *mark of justice* to enforce proper respect. It typically uses *wall of force* to shut off any escape routes, then opens up with *chain lightning* while it closes to melee range. Once there, it strikes with its massive fists, using *circle of death* if beset by numbers of defenders. It hits spellcasting opponents with repeated uses of *greater dispel magic*, and it uses *dimension door* and *locate creature* to track down foes who flee.

A marut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Fists of Thunder and Lightning (Su): A marut's left fist delivers a loud thunderclap whenever it hits something, dealing an extra 3d6 points of sonic damage and causing the target to be deafened for 2d6 rounds (Fortitude DC 31 negates the deafness). Its right fist delivers a shock for an extra 3d6 points of electricity damage, and the flash of lightning causes the target to be blinded for 2d6 rounds (Fortitude DC 31 negates the blindness). The save DCs are Strength-based and include the marut's Ability Focus feat.

Spell-Like Abilities: At will—*air walk*, *dimension door*, *fear* (DC 18), *greater command* (DC 19), *greater dispel magic*, *mass inflict light wounds* (DC 19), *locate creature*, *true seeing*; 1/day—*chain lightning* (DC 20), *circle of death* (DC 20), *mark of justice*, *wall of force*; 1/week—*earthquake* (DC 22), *geas/quest*, *plane shift* (DC 21). Caster level 14th. The save DCs are Charisma-based.

Skills: A marut has a +4 racial bonus on Concentration, Listen, and Spot checks.

ZELEKHUT

Large Construct (Extraplanar, Lawful)

Hit Dice:	8d10+30 (74 hp)
Initiative:	+0
Speed:	35 ft. in plate bardings (7 squares), fly 40 ft. (average) in plate bardings (8 squares)

	squares); base speed 50 ft., fly 60 ft. (average)
Armor Class:	27 (−1 size, +10 natural, +8 plate barding), touch 9, flat-footed 27
Base Attack/Grapple:	+6/+15
Attack:	Spiked chain +10 melee (2d6+5 plus 1d6 electricity)
Full Attack:	2 spiked chains +10 melee (2d6+5 plus 1d6 electricity)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20
Saves:	Fort +4, Ref +2, Will +5
Abilities:	Str 21, Dex 11, Con —, Int 10, Wis 17, Cha 15
Skills:	Diplomacy +4, Listen +9, Search +9, Sense Motive +12, Spot +9, Survival +3 (+5 following tracks)
Feats:	Great Fortitude, Ride-By Attack, Spirited Charge
Environment:	A lawful-aligned plane
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment:	+7

Zelekhuts are charged with hunting down those who would deny justice—especially those who flee to escape punishment. Expert trackers, they use a combination of natural skill and magic to find fugitives wherever they may hide.

A zelekhut may initially appear rather non-threatening—but when it is about to enter combat, it can cause two spiked chains to spring forth from its forearms as a free action. In similar fashion, it can cause a pair of golden metallic wings to emerge from its back. Retracting the chains or the wings is also a free action.

Combat

Once it has found its fugitive, a zelekhut uses its speed and its spell-like abilities to cover the most likely escape routes. Then it immobilizes any defenders while attempting to protect any innocent bystanders. Finally, it apprehends the fugitive with its spiked chains, tripping or disarming the foe as needed.

A zelekhut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, dimensional anchor, dispel magic, fear* (DC 16), *hold person* (DC 15), *locate creature, true seeing*; 3/day—*hold monster* (DC 17), *mark of justice*; 1/week—*lesser geas* (DC 16). Caster level 8th. The save DCs are Charisma-based.

Skills: A zelekhut has a +4 racial bonus on Search and Sense Motive checks.

Feats: Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.

INVISIBLE STALKER

Large Elemental (Air, Extraplanar)

Hit Dice:	8d8+16 (52 hp)
Initiative:	+8
Speed:	30 ft. (6 squares), fly 30 ft. (perfect)
Armor Class:	17 (−1 size, +4 Dex, +4 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+6/+14
Attack:	Slam +10 melee (2d6+4)
Full Attack:	2 slams +10 melee (2d6+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., elemental traits, natural invisibility, improved tracking
Saves:	Fort +4, Ref +10, Will +4
Abilities:	Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11
Skills:	Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks)

Feats:	Combat Reflexes, Improved Initiative, Weapon Focus (slam)
Environment:	Elemental Plane of Air
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)

Level Adjustment: —

Invisible stalkers are creatures native to the Elemental Plane of Air. They sometimes serve wizards and sorcerers, who summon them to perform specific tasks.

A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner.

However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly.

Invisible stalkers have an amorphous form. A *see invisibility* spell shows only a dim outline of a cloud, while a *true seeing* spell reveals a roiling cloud of vapor.

These creatures speak only Auran but can understand Common.

COMBAT

An invisible stalker attacks by using the air itself as a weapon. It creates a sudden, intense blast of wind that pounds a single target on the same plane as the creature.

An invisible stalker can be killed only when it is on the Elemental Plane of Air. When performing a task elsewhere, it automatically returns to its home plane when it takes damage sufficient to destroy it.

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

MONSTERS (K-L)

KOBOLD

Kobold, 1st-Level Warrior

Small Humanoid (Reptilian)

Hit Dice:	1d8 (4 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 size, +1 Dex, +1 natural, +2 leather), touch 12, flat-footed 14
Base Attack/Grappler:	+1/-4
Attack:	Spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)
Full Attack:	Spear +1 melee (1d6-1/x3) or sling +3 ranged (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., light sensitivity
Saves:	Fort +2, Ref +1, Will -1
Abilities:	Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Skills:	Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2
Feats:	Alertness
Environment:	Temperate forests
Organization:	Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 plus 2-4 dire weasels), tribe (40-400 plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 5-8 dire weasels)
Challenge Rating:	1/4
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+0

Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies.

A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Its tail is nonprehensile. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds. Kobolds speak Draconic with a voice that sounds like that of a yapping dog.

COMBAT

Kobolds like to attack with overwhelming odds—at least two to one—or trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal.

They begin a fight by slinging bullets, closing only when they can see that their foes have been weakened. Whenever they can, kobolds set up ambushes near trapped areas.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

The kobold warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Kobolds with levels in NPC classes have a CR equal to their character level -3.

KOBOLD CHARACTERS

Kobold characters possess the following racial traits.

— -4 Strength, +2 Dexterity, -2 Constitution.

— Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

— A kobold's base land speed is 30 feet.

— Darkvision out to 60 feet.

— Racial Skills: A kobold character has a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

— Racial Feats: A kobold character gains feats according to its character class.

- +1 natural armor bonus.
- Special Qualities (see above): Light sensitivity.
- Automatic Languages: Draconic. Bonus Languages: Common, Undercommon.
- Favored Class: Sorcerer.
- Level adjustment +0.

KRAKEN

	Gargantuan Magical Beast (Aquatic)
Hit Dice:	20d10+180 (290 hp)
Initiative:	+4
Speed:	Swim 20 ft. (4 squares)
Armor Class:	20 (-4 size, +14 natural), touch 6, flat-footed 20
Base Attack/Grapple:	+20/+44
Attack:	Tentacle +28 melee (2d8+12/19–20)
Full Attack:	2 tentacles +28 melee (2d8+12/19–20) and 6 arms +23 melee (1d6+6) and bite +23 melee (4d6+6)
Space/Reach:	20 ft./15 ft. (60 ft. with tentacle, 30 ft. with arm)
Special Attacks:	Improved grab, constrict 2d8+12 or 1d6+6
Special Qualities:	Darkvision 60 ft., ink cloud, jet, low-light vision, spell-like abilities
Saves:	Fort +21, Ref +12, Will +13
Abilities:	Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 20
Skills:	Concentration +21, Diplomacy +7, Hide +0, Intimidate +16, Knowledge (geography) +17, Knowledge (nature) +16, Listen +30, Search +28, Sense Motive +17, Spot +30, Survival +5 (+7 following tracks), Swim +20, Use Magic Device +16
Feats:	Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	12
Treasure:	Triple standard
Alignment:	Usually neutral evil
Advancement:	21–32 HD (Gargantuan); 33–60 HD (Colossal)
Level Adjustment:	—

Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body.

Krakens speak Common and Aquan.

COMBAT

Krakens strike their opponents with their barbed tentacles, then grab and crush with their arms or drag victims into their huge jaws. An opponent can make sunder attempts against a kraken's tentacles or arms as if they were weapons. A kraken's tentacles have 20 hit points, and its arms have 10 hit points. If a kraken is currently grappling a target with one tentacle or arm, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a kraken's tentacle or arm deals damage to the kraken equal to half the limb's full normal hit points. A kraken usually withdraws from combat if it loses both tentacles or three of its arms. A kraken regrows severed limbs in 1d10+10 days.

Improved Grab (Ex): To use this ability, the kraken must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A kraken deals automatic arm or tentacle damage with a successful grapple check.

Jet (Ex): A kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Ink Cloud (Ex): A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Spell-Like Abilities: 1/day—*control weather, control winds, dominate animal* (DC 18), *resist energy*. Caster level 9th. The save DC is Charisma-based.

Skills: A kraken has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it

swims in a straight line.

KRENSHAR

Medium Magical Beast

Hit Dice:	2d10 (11 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+2
Attack:	Bite +2 melee (1d6)
Full Attack:	Bite +2 melee (1d6) and 2 claws +0 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Scare
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +3, Ref +5, Will +1
Abilities:	Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13
Skills:	Hide +4, Jump +9, Listen +3, Move Silently +6
Feats:	Multiaction, Track ^B
Environment:	Temperate forests
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3–4 HD (Medium); 5–8 HD (Large)
Level Adjustment:	+2

The krenshar is a strange, catlike carnivore with extremely flexible skin on its head. A typical krenshar measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.

COMBAT

Krenshars use solitary scouts to drive prey into the waiting clutches of the pride. The scout appears from hiding, uses its scare ability, then chases the fleeing target to join the attack.

Scare (Ex or Su): As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a *scare* spell from a 3rd-level caster (Will DC 13 partial). A creature that successfully saves cannot be affected again by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

Skills: Krenshars have a +4 racial bonus on Jump and Move Silently checks.

LAMIA

Large Magical Beast

Hit Dice:	9d10+9 (58 hp)
Initiative:	+2
Speed:	60 ft. (12 squares)
Armor Class:	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+9/+17
Attack:	Touch +12 melee (1d4 Wisdom drain) or dagger +12 melee (1d6+4/19–20) or claw +12 melee (1d4+4)
Full Attack:	Touch +12 melee (1d4 Wisdom drain); or dagger +12/+7 melee (1d6+4/19–20) and 2 claws +7 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Spell-like abilities, Wisdom drain
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +8, Will +7
Abilities:	Str 18, Dex 15, Con 12, Int 13, Wis 15, Cha 12

Skills:	Bluff +14, Concentration +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Spot +11
Feats:	Dodge, Iron Will, Mobility, Spring Attack
Environment:	Temperate deserts
Organization:	Solitary, pair, or gang (3-4)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10-13 HD (Large); 14-27 HD (Huge)
Level Adjustment:	+4

A typical lamia is about 8 feet long and weighs about 700 pounds.

COMBAT

Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its illusion abilities to lure heroes into perilous situations, and then uses its Spring Attack feat to bound out of the shadows and drain Wisdom from its opponents. When it has sapped the will of its victim, it uses its enchantment abilities to beguile and ensnare the unfortunate soul. A lamia forced into physical combat attacks with a dagger in one of its human hands and a pair of lion-like claws.

Spell-Like Abilities: At will—*disguise self, ventriloquism*; 3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image, suggestion* (DC 14); 1/day—*deep slumber* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Wisdom Drain (Su): A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

Skills: Lamias have a +4 racial bonus on Bluff and Hide checks.

LAMMASU

Lammasu

Golden Protector (Celestial Half-Dragon Lammasu)

Lammasu		Golden Protector (Celestial Half-Dragon Lammasu)
	Large Magical Beast	Large Dragon
Hit Dice:	7d10+21 (59 hp)	10d12+60 (125 hp)
Initiative:	+1	+3
Speed:	30 ft. (6 squares), fly 60 ft.(average)	30 ft. (6 squares), fly 60 ft.(average)
Armor Class:	20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19	29 (-1 size, +3 Dex, +14 natural, +2 bracers of armor +2, +1 ring of protection +1), touch 13, flat-footed 26
Base	+7/+17	+10/+23
Attack/Grapple		
Attack:	Claw +12 melee (1d6+6)	Claw +19 melee (1d6+9)
Full Attack:	2 claws +12 melee (1d6+6)	Claw +19 melee (1d6+9) and bite +13 melee (1d8+4)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+3, spells	Breath weapon, pounce, smite evil, rake 1d6+4, spells
Special Qualities:	Darkvision 60 ft., low-light vision, magic circle against evil, spell-like abilities	Damage reduction 5/magic, darkvision 60 ft., immunity to fire, <i>sleep</i> , and paralysis, low-light vision, magic circle against evil, resistance to acid 10, cold 10, and electricity 10, spell-like abilities, spell resistance 15
Saves:	Fort +8, Ref +8, Will +7	Fort +13, Ref +12, Will +10
Abilities:	Str 23, Dex 12, Con 17, Int 16, Wis 17, Cha 14	Str 28, Dex 17, Con 22, Int 18, Wis 20, Cha 18
Skills:	Concentration +13, Diplomacy +4, Knowledge (arcana) +13, Listen +13, Sense Motive +13, Spot +15	Concentration +19, Diplomacy +19, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +18, Search +17, Sense Motive +18, Spellcraft +19, Spot +20, Survival +18 (+20 other planes and tracking)
Feats:	Blind-Fight, Iron Will, Lightning Reflexes	Blind-Fight, Iron Will, Lightning Reflexes,

		Weapon Focus (claw)
Environment:	Temperate deserts	A lawful good plane
Organization:	Solitary	Solitary
Challenge Rating:	8	13
Treasure:	Standard	Standard
Alignment:	Always lawful good	Always lawful good
Advancement:	8–10 HD (Large); 11–21 HD (Huge)	11–30 HD (Huge)
Level	+5	+10

Adjustment:

A typical lammasu is about 8 feet long and weighs about 500 pounds. Lammasus speak Common, Draconic, and Celestial.

COMBAT

A lammasu attacks with spells or its razor-sharp claws. It almost always enters combat if it observes a good creature being threatened by evil.

Spells: A lammasu casts spells as a 7th-level cleric, and can choose spells from the cleric spell list, plus any two of the following domains: Good, Healing, Knowledge, or Law.

Typical Cleric Spells Prepared (6/6/5/4/2; save DC 13 + spell level): 0—detect magic, guidance (2), light, read magic, resistance; 1st—bless (2), detect evil, divine favor, entropic shield, protection from evil; 2nd—aid*, bear's endurance, bull's strength, lesser restoration, resist energy; 3rd—daylight, dispel magic, magic circle against evil*, remove curse; 4th—holy smite*, neutralize poison.*

*Domain spell. Domains: Good and Healing.

Magic Circle against Evil (Su): A lammasu radiates a continuous magic circle against evil that affects a 20-foot radius.

Spell-Like Abilities: 2/day—greater invisibility (self only); 1/day—dimension door. Caster level 7th.

Pounce (Ex): If a lammasu charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Lammasus have a +2 racial bonus on Spot checks.

GOLDEN PROTECTOR

(CELESTIAL HALF-DRAGON LAMMASU)

Child of a celestial lammasu and a gold dragon, the golden protector has migrated to the Material Plane to more actively combat evil.

COMBAT

The golden protector's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): 30-foot cone, 1/day, damage 6d8 fire, Reflex DC 21 half.

Smite Evil (Su): Once per day a golden protector can make a normal melee attack to deal an extra 10 points of damage against an evil opponent.

Typical Cleric Spells Prepared (6/7/5/4/3; save DC 15 + spell level): 0—detect magic, guidance (2), light, read magic, resistance; 1st—bless (2), detect evil, divine favor (2), entropic shield, protection from evil; 2nd—aid*, bear's endurance, bull's strength, lesser restoration, resist energy; 3rd—daylight, dispel magic, magic circle against evil*, remove curse; 4th—dismissal, holy smite*, neutralize poison.*

*Domain spell. Domains: Good and Healing.

Rake (Ex): Attack bonus +19 melee, damage 1d6+4.

Possessions: Bracers of armor +2, ring of protection +1. (Different golden protectors may have different possessions.)

LEONAL

Medium Outsider (Extraplanar, Good)

Hit Dice:	12d8+60 (114 hp)
Initiative:	+3
Speed:	60 ft. (12 squares)
Armor Class:	27 (+3 Dex, +14 natural)
Base Attack/Grapple:	+12/+20
Attack:	Claw +20 melee (1d6+8)
Full Attack:	2 claws +20 melee (1d6+8) and bite +15 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Roar, pounce, improved grab, rake 1d6+8, spell-like abilities

Special Qualities:	Damage reduction 10/evil and silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, lowlight vision, protective aura, resistance to cold 10 and sonic 10, speak with animals, spell resistance 28
Saves:	Fort +13 (+17 against poison), Ref +11, Will +10
Abilities:	Str 27, Dex 17, Con 20, Int 14, Wis 14, Cha 15
Skills:	Balance +22, Concentration +12, Diplomacy +4, Hide +22, Intimidate +10, Jump +35, Knowledge (any) +17, Listen +17, Move Silently +22, Sense Motive +17, Spot +17, Survival +17
Feats:	Ability Focus (roar), Dodge, Mobility, Spring Attack, Track
Environment:	A good-aligned plane.
Organization:	Solitary or pride (4–9)
Challenge Rating:	12
Treasure:	No coins; double goods; standard items
Alignment:	Always neutral good
Advancement:	13–18 HD (Medium); 19–36 HD (Large)

Level Adjustment: —

Combat

Leonals like their battles as straightforward as can be. They begin with a roar to put their foes off balance, then follow up with a frenzy of claw and bite attacks. They closely coordinate with others in their pride, watching one another's flanks and setting up devastating attacks.

A leonal's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Roar (Su): A leonal can roar up to three times per day. Each roar releases a blast in a 60-foot cone that duplicates the effects of a *holy word* spell and deals an extra 2d6 points of sonic damage (Fortitude DC 20 negates). The save DC is Charisma-based.

Pounce (Ex): If a leonal charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a leonal must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +20 melee, damage 1d6+8.

Spell-Like Abilities: At will—*detect thoughts*, *fireball* (DC 15), *hold monster* (DC 17), *polymorph*, *wall of force*; 3/day—*cure critical wounds* (DC 16), *neutralize poison*, *remove disease*; 1/day—*heal* (DC 18). Caster level 10th. The save DCs are Charisma-based.

Lay on Hands (Su): As the paladin class feature, except that each day, a leonal can heal an amount of damage equal to its full normal hit points.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the leonal. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals leonal's HD). (The defensive benefits from the circle are not included in a leonal's statistics block.)

Speak with Animals (Su): This ability works like *speak with animals* (caster level 8th) but is a free action and does not require sound.

Skills: Leonals have a +4 racial bonus on Balance, Hide, and Move Silently checks.

LICH

A lich is an undead spellcaster, usually a wizard or sorcerer but sometimes a cleric or other spellcaster, who has used its magical powers to unnaturally extend its life.

A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets.

Liches speak Common plus any other languages they knew in life.

CREATING A LICH

“Lich” is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature), provided it can create the required phylactery; see *The Lich’s Phylactery*, below.

A lich has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A lich has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Attack: A lich has a touch attack that it can use once per round. If the base creature can use weapons, the lich retains this ability. A creature with natural weapons retains those natural weapons. A lich fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A lich armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: A lich fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A lich without natural weapons has a touch attack that uses negative energy to deal $1d8+5$ points of damage to living creatures; a Will save ($DC\ 10 + 1/2\ lich's\ HD + lich's\ Cha\ modifier$) halves the damage. A lich with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals $1d8+5$ points of extra damage on one natural weapon attack.

Special Attacks: A lich retains all the base creature's special attacks and gains those described below. Save DCs are equal to $10 + 1/2\ lich's\ HD + lich's\ Cha\ modifier$ unless otherwise noted.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or be affected as though by a *fear* spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive..

Spells: A lich can cast any spells it could cast while alive.

Special Qualities: A lich retains all the base creature's special qualities and gains those described below.

Turn Resistance (Ex): A lich has +4 turn resistance.

Damage Reduction (Su): A lich's undead body is tough, giving the creature damage reduction 15/bludgeoning and magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Liches have immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +2. Being undead, a lich has no Constitution score.

Skills: Liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Organization: Solitary or troupe (1 lich, plus 2–4 vampires and 5–8 vampire spawn).

Challenge Rating: Same as the base creature + 2.

Treasure: Standard coins; double goods; double items.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

LICH CHARACTERS

The process of becoming a lich is unspeakably evil and can be undertaken only by a willing character. A lich retains all class abilities it had in life.

THE LICH'S PHYLACTERY

An integral part of becoming a lich is creating a magic phylactery in which the character stores its life force. As a rule, the only way to get rid of a lich for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a lich reappears 1d10 days after its apparent death.

Each lich must make its own phylactery, which requires the Craft Wondrous Item feat. The character must be able to cast spells and have a caster level of 11th or higher. The phylactery costs 120,000 gp and 4,800 XP to create and has a caster level equal to that of its creator at the time of creation.

The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40.

Other forms of phylacteries can exist, such as rings, amulets, or similar items.

LILLEND

Large Outsider (Chaotic, Extraplanar, Good)

Hit Dice:	7d8+14 (45 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 70 ft. (average)
Armor Class:	17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+7/+16
Attack:	Short sword +11 melee (1d8+5/19–20)
Full Attack:	Short sword +11/+6 melee (1d8+5/19–20) and tail slap +6 melee (2d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constrict 2d6+5, improved grab, spells, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to poison, resistance to fire 10
Saves:	Fort +7, Ref +10, Will +8
Abilities:	Str 20, Dex 17, Con 15, Int 14, Wis 16, Cha 18
Skills:	Appraise +12, Concentration +12, Diplomacy +16, Knowledge (arcana) +12, Listen +13, Perform (any one) +14, Sense Motive +13, Spellcraft +14, Spot +13, Survival +17
Feats:	Combat Casting, Extend Spell, Lightning Reflexes
Environment:	A chaos-aligned plane
Organization:	Solitary or covey (2–4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	+6

A typical lillend's coils are 20 feet long. The creature weighs about 3,800 pounds. A few lillends have male torsos. Lillends speak Celestial, Infernal, Abyssal, and Common.

COMBAT

Lillends are generally peaceful unless they intend vengeance against someone they believe guilty of harming, or even threatening, a favored art form, artwork, or artist. Then they become implacable foes. They use their spells and spell-like abilities to confuse and weaken opponents before entering combat. A covey of lillends usually discusses strategy before a battle.

A lillend's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A lillend deals 2d6+5 points of damage with a successful grapple check. Constricting uses the entire lower portion of its body, so it cannot take any move actions when constricting, though it can still attack with its sword.

Improved Grab (Ex): To use this ability, a lillend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spells: A lillend casts arcane spells as a 6th-level bard.

Typical Bard Spells Known (3/4/3; save DC 14 + spell level): 0—*dancing lights, daze, detect magic, lullaby, mage hand, read magic*; 1st—*charm person, cure light wounds, identify, sleep*; 2nd—*hold person, invisibility, sound burst*.

Spell-Like Abilities: 3/day—*darkness, hallucinatory terrain* (DC 18), *knock, light*; 1/day—*charm person* (DC 15), *speak with animals, speak with plants*. Caster level 10th. The save DCs are Charisma-based.

A lillend also has the bardic music ability as a 6th-level bard.

Skills: Lillends have a +4 racial bonus on Survival checks.

LIZARDFOLK

Medium Humanoid (Reptilian)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	15 (+5 natural) or 17 (+5 natural, +2 heavy shield), touch 10, flat-footed 15 or 17
Base Attack/Grapple:	+1/+2

Attack:	Claw +2 melee (1d4+1) or club +2 melee (1d6+1) or javelin +1 ranged (1d6+1)
Full Attack:	2 claws +2 melee (1d4+1) and bite +0 melee (1d4); or club +2 melee (1d6+1) and bite +0 melee (1d4); or javelin +1 ranged (1d6+1)
Special Attacks:	—
Special Qualities:	Hold breath
Space/Reach:	5 ft./5 ft.
Saves:	Fort +1, Ref +3, Will +0
Abilities:	Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10
Skills:	Balance +4, Jump +5, Swim +2
Feats:	Multiattack
Environment:	Temperate marshes
Organization:	Gang (2–3), band (6–10 plus 50% noncombatants plus 1 leader of 3rd–6th level), or tribe (30–60 plus 2 lieutenants of 3rd–6th level and 1 leader of 4th–10th level)
Challenge Rating:	1
Treasure:	50% coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1

A lizardfolk is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. A lizardfolk can weigh from 200 to 250 pounds.

Lizardfolk speak Draconic.

COMBAT

Lizardfolk fight as unorganized individuals. They prefer frontal assaults and massed rushes, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If outnumbered or if their territory is being invaded, they set snares, plan ambushes, and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a –2 armor check penalty (–4 on Swim checks) for carrying a heavy shield.

LIZARDFOLK AS CHARACTERS

Lizardfolk characters possess the following racial traits.

— +2 Strength, +2 Constitution, –2 Intelligence.

— Medium size.

— A lizardfolk's base land speed is 30 feet.

— Racial Hit Dice: A lizardfolk begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.

— Racial Skills: A lizardfolk's humanoid levels give it skill points equal to $5 \times (2 + \text{Int modifier, minimum 1})$. Its class skills are Balance, Jump, and Swim. Lizardfolk have a +4 racial bonus on Balance, Jump, and Swim checks.

— Racial Feats: A lizardfolk's humanoid levels give it one feat.

— Weapon and Armor Proficiency: A lizardfolk is automatically proficient with simple weapons and shields.

— +5 natural armor bonus.

— Natural Weapons: 2 claws (1d4) and bite (1d4).

— Special Qualities (see above): Hold breath.

— Automatic Languages: Common, Draconic. Bonus Languages: Aquan, Goblin, Gnoll, Orc.

— Favored Class: Druid.

— Level adjustment +1.

LOCATHAH

Medium Humanoid (Aquatic)

Hit Dice:	2d8 (9 hp)
Initiative:	+1

Speed:	10 ft. (2 squares), swim 60 ft.
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+1/+1
Attack:	Longspear +2 melee (1d8/ 3) or light crossbow +2 ranged (1d8/19–20)
Full Attack:	Longspear +2 melee (1d8/ 3) or light crossbow +2 ranged (1d8/19–20)
Space/Reach:	5 ft./5 ft.
Saves:	Fort +3, Ref +1, Will +1
Special Attacks:	—
Special Qualities:	—
Abilities:	Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 11
Skills:	Craft (any one) +6, Listen +6, Spot +6, Swim +8
Feats:	Weapon Focus (longspear)
Environment:	Warm aquatic
Organization:	Company (2–4), patrol (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or tribe (30–100 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1

Although humanoid in shape, locathahs are clearly more fish than human. The average locathah stands 5 feet tall and weighs 175 pounds. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs.

Locathahs speak Aquan.

COMBAT

Any battle with locathahs usually begins with the creatures loosing volleys of bolts from their crossbows; underwater, their crossbows have a range increment of 20 feet. If they have managed to set up an ambush or other trap, they continue to employ crossbows for as long as possible. Otherwise, they close to bring their longspears into play. Although primarily used for fishing, these spears make formidable weapons.

Locathahs lack teeth, claws, and other natural weapons, so they are not especially dangerous if unarmed. A weaponless locathah will generally turn and flee.

Skills: A locathah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

LYCANTHROPE

Lycanthropes are humanoids or giants who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy can be spread like a disease. Sometimes a lycanthrope begins life as a normal humanoid or giant who subsequently contracts lycanthropy after being wounded by a lycanthrope. Such a creature is called an afflicted lycanthrope. Other lycanthropes are born as lycanthropes, and are known as natural lycanthropes.

Combat

A lycanthrope in its humanoid (or giant) form uses whatever tactics and weapons are favored by others of its kind, though it tends to be slightly more aggressive. A lycanthrope possesses the senses of its animal form, including scent and low-light vision, and it has a deep empathy for (and ability to communicate with) animals of its animal form. An afflicted lycanthrope damaged in combat may be overwhelmed by rage, causing it to change to its animal form involuntarily.

A lycanthrope in animal form fights like the animal it resembles, although its bite carries the disease of lycanthropy. It is preternaturally cunning and strong, and possesses damage reduction that is overcome only by silvered weapons.

Finally, a natural lycanthrope (or an afflicted lycanthrope that has become aware of its affliction) can assume a hybrid form that is a mix of its humanoid and animal forms. A hybrid has hands and can use weapons, but it can also attack with its teeth and claws. A hybrid can spread lycanthropy with its bite, and it has the same damage reduction that its animal form possesses.

WEREBEAR

	Werebear, Human Form	Werebear, Bear Form	Werebear, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 6d8+30 (62 hp)	1d8+1 plus 6d8+30 (62 hp)	1d8+1 plus 6d8+30 (62 hp)
Initiative:	+0	+1	+1
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	15 (+2 natural, +3 studded leather armor), touch 10, flat-footed 15	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16	17 (-1 size, +1 Dex, +7 natural) touch 10, flat-footed 16
Base Attack/Grapple:	+5/+6	+5/+18	+5/+18
Attack:	Greataxe +6 melee (1d12+1/x3) or throwing axe +5 ranged (1d6+1)	Claw +13 melee (1d8+9)	Greataxe +11 melee (1d12+13/x3); or claw +13 melee (1d6+9)
Full Attack:	Greataxe +6 melee (1d12+1/x3) or throwing axe +5 ranged (1d6+1)	2 claws +13 melee (1d8+9) and bite +11 melee (2d6+4)	Claw +13 melee (1d6+9) and greataxe +9 melee (1d12+4/x3) and bite +11 melee (1d8+4) or 2 claws +13 melee (1d6+9) and bite +11 melee (1d8+4)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.	10 ft./10 ft.
Special Attacks:	—	Improved grab, curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, bear empathy, low-light vision, scent	Alternate form, bear empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, bear empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +8, Ref +5, Will +4	Fort +12, Ref +6, Will +4	Fort +12, Ref +6, Will +4
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8	Str 29, Dex 13, Con 20, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +3, Listen +4, Spot +4, Swim +1	Handle Animal +3, Listen +4, Spot +4, Swim +13	Handle Animal +3, Listen +4, Spot +5, Swim +9
Feats:	Endurance, Iron Will ^B , Multiattack, Power Attack, Run, Track ^B	(same as human form)	(same as human form)
Environment:	Cold forests	Cold forests	Cold forests
Organization:	Solitary, pair, family (3–4), or troupe (2–4 plus 1–4 brown bears)	(same as human form)	(same as human form)
Challenge Rating:	5	5	5
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful good	Always lawful good	Always lawful good
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Werebears in humanoid form tend to be stout, well-muscled, and hairy. Their brown hair is thick, and males usually wear beards. They may have reddish, blond, ivory, or black hair, matching the color of the ursine form. They dress in simple cloth and leather garments that are easy to remove, repair, or replace.

Combat

Werebears fight just as brown bears do in animal form. In humanoid or hybrid form, they favor large, heavy weapons such as greataxes or greatswords. The werebear's greataxe is a Medium weapon, so it can wield the axe in one hand in hybrid form.

Alternate Form (Su): A werebear can assume the form of a brown bear or a bear-humanoid hybrid.

Bear Empathy (Ex): Communicate with bears and dire bears, and +4 racial bonus on Charisma-based checks against bears and dire bears.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werebear's bite attack in animal or hybrid form must succeed

on a DC 15 Fortitude save or contract lycanthropy.

Improved Grab (Ex): To use this ability, a werebear must be in bear form and must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: Werebears have a +4 racial bonus on Swim checks in any bear form.

The werebear presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

WEREBOAR

	Wereboar, Human Form	Wereboar, Boar Form	Wereboar, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+4 plus 3d8+12 (34 hp)	1d8+4 plus 3d8+12 (34 hp)	1d8+4 plus 3d8+12 (34 hp)
Initiative:	+0	+0	+0
Speed:	20 ft. in scale mail (4 squares); base speed 30 ft.	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	18 (+2 natural, +4 scale mail, +2 heavy shield) touch 10, flat-footed 18	18 (+8 natural) touch 10, flat-footed 18	18 (+8 natural) touch 10, flat-footed 18
Base	+3/+4	+3/+6	+3/+6
Attack/Grapple:			
Attack:	Battleaxe +4 melee (1d8+1/x3) or javelin +3 ranged (1d6+1)	Gore +6 melee (1d8+4)	Battleaxe +6 melee (1d8+4/x3) or claw +6 melee (1d4+3)
Full Attack:	Battleaxe +4 melee (1d8+1/x3) or javelin +3 ranged (1d6+1)	Gore +6 melee (1d8+4)	Battleaxe +6 melee (1d8+4/x3) and gore +1 melee (1d6+1); or 2 claws +6 melee (1d4+3) and gore +1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, boar empathy, ferocity, low-light vision, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent
Saves:	Fort +6, Ref +3, Will +3	Fort +9, Ref +3, Will +3	Fort +9, Ref +3, Will +3
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 17, Dex 11, Con 18, Int 10, Wis 11, Cha 8	Str 17, Dex 11, Con 18, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +3, Intimidate +3, Listen +5, Spot +4	Handle Animal +3, Intimidate +3, Listen +5, Spot +4	Handle Animal +3, Intimidate +3, Listen +5, Spot +4
Feats:	Alertness ^B , Improved Bull Rush, Iron Will ^B , Power Attack, Toughness	(same as human form)	(same as human form)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary, pair, brood (3–4), or troupe (2–4 plus 1–4 boars)	(same as human form)	(same as human form)
Challenge Rating:	4	4	4
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

A wereboar in humanoid form tends to be a stocky, muscular individual of average height. It dresses in simple garments that are easy to remove, repair, or replace.

Combat

In any form, wereboars are as ferocious as normal boars. When in hybrid form, they fight with a weapon and their dangerous gore attack.

Alternate Form (Su): A wereboar can assume the form of a boar or a boar-humanoid hybrid.

Boar Empathy (Ex): Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

Curse of Lycanthropy (Su): Any humanoid or giant hit by the wereboar's gore attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Ferocity (Ex): A wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

The wereboar presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

WERERAT

	Wererat, Human Form	Wererat, Dire Rat Form	Wererat, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Small Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 1d8+2 (12 hp)	1d8+1 plus 1d8+2 (12 hp)	1d8+1 plus 1d8+2 (12 hp)
Initiative:	+0	+3	+3
Speed:	30 ft. (6 squares)	40 ft. (8 squares), climb 20 ft.	30 ft. (6 squares)
Armor Class:	15 (+2 natural, +2 leather, +1 buckler) touch 10, flat-footed 15	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	16 (+3 Dex, +3 natural) touch 13, flat-footed 13
Base Attack/Grapple:	+1/+2	+1/-2	+1/+2
Attack:	Rapier +2 melee (1d6+1/18–20) or light crossbow +1 ranged (1d8/19–20)	Bite +6 melee (1d4+1 plus disease)	Rapier +5 melee (1d6+1/18–20) or light crossbow +4 ranged (1d8/19–20)
Full Attack:	Rapier +2 melee (1d6+1/18–20) or light crossbow +1 ranged (1d8/19–20)	Bite +6 melee (1d4+1 plus disease)	Rapier +4 melee (1d6+1/18–20) and bite –1 melee (1d6 plus disease); or light crossbow +4 ranged (1d8/19–20)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Curse of lycanthropy, disease	Curse of lycanthropy, disease
Special Qualities:	Alternate form, rat empathy, low-light vision, scent	Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +5, Ref +2, Will +4	Fort +6, Ref +5, Will +4	Fort +6, Ref +5, Will +4
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8	Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8
Skills:	Climb +0, Handle Animal +3, Hide +1, Listen +4, Move Silently +0, Spot +4, Swim +9	Climb +11, Handle Animal +3, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11	Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9
Feats:	Alertness, Dodge, Iron Will ^B , Weapon Finesse ^B	(same as human form)	(same as human form)
Environment:	Any	Any	Any
Organization:	Solitary, pair, pack (6–10), or troupe (2–5 plus 5–8 dire rats)	(same as human form)	(same as human form)
Challenge Rating:	2	2	2
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

A wererat in humanoid form tends to be a thin, wiry individual of shorter than average height. The eyes constantly dart around, and the nose and mouth may twitch if he or she is excited. Males often have thin, ragged mustaches.

Combat

In animal form, wererats avoid combat, preferring to use their dire rat shape for skulking and spying. In hybrid form, a

wererat fights with a rapier and light crossbow.

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Skills: A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Wererats have a +8 racial bonus on Swim checks from their dire rat form.

Feats: Wererats gain Weapon Finesse as a bonus feat.

The wererat presented here is based on a 1st-level human warrior who is a natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

WERETIGER

	Weretiger, Human Form	Weretiger, Tiger Form	Weretiger, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 6d8+18 (50 hp)	1d8+1 plus 6d8+18 (50 hp)	1d8+1 plus 6d8+18 (50 hp)
Initiative:	+4	+6	+6
Speed:	20 ft. in breastplate (4 squares); base speed 30 ft.	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	17 (+2 natural, +5 breastplate) touch 10, flat-footed 17	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+5/+6	+5/+16	+5/+16
Attack:	Glaive +6 melee (1d10+1/x3) or composite longbow (+1 Str bonus) +5 ranged (1d8+1/x3)	Claw +11 melee (1d8+7)	Claw +11 melee (1d8+7)
Full Attack:	Glaive +6 melee (1d10+1/x3) or composite longbow (+1 Str bonus) +5 ranged (1d8+1/x3)	2 claws +11 melee (1d8+7) and bite +6 melee (2d6+3)	2 claws +11 melee (1d8+7) and bite +6 melee (2d6+3)
Space/Reach:	5 ft./5 ft. (10 ft. with glaive)	10 ft./5 ft.	10 ft./10 ft.
Special Attacks:	—	Pounce, improved grab, rake, curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, tiger empathy, low-light vision, scent	Alternate form, tiger empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, tiger empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +8, Ref +5, Will +4	Fort +10, Ref +7, Will +4	Fort +10, Ref +7, Will +4
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 25, Dex 15, Con 16, Int 10, Wis 11, Cha 8	Str 25, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills:	Balance +0, Climb +1, Handle Animal +3, Hide +0, Listen +6, Move Silently +0, Spot +6	Balance +6, Climb +12, Handle Animal +3, Hide +2*, Listen +6, Move Silently +12, Spot +6	Balance +6, Climb +12, Handle Animal +3, Hide +2, Listen +6, Move Silently +12, Spot +6
Feats:	Alertness ^B , Combat Reflexes, Improved Initiative, Improved Natural Attack (bite, claw), Iron Will ^B	(same as human form)	(same as human form)

Environment:	Warm forests	Warm forests	Warm forests
Organization:	Solitary or pair	(same as human form)	(same as human form)
Challenge Rating:	5	5	5
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Weretigers in humanoid form tend to be sleekly muscular, taller than average, and very agile.

Combat

Weretigers can assume a hybrid form as well as an animal form. In tiger form, they can pounce and grab just as normal tigers do. In hybrid form, they rely on their deadly claws.

Alternate Form (Su): A weretiger can assume a bipedal hybrid form or the form of a tiger.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a weretiger's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Improved Grab (Ex): To use this ability, a weretiger in tiger form must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a weretiger in tiger form charges an opponent, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Tiger Empathy (Ex): Communicate with tigers and dire tigers, and +4 racial bonus on Charisma-based checks against tigers and dire tigers.

Skills: In any form, weretigers have a +4 bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8 in the tiger form.

The weretiger presented here is a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

WEREWOLF

	Werewolf, Human Form	Werewolf, Wolf Form	Werewolf, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)	Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d8+1 plus 2d8+6 (20 hp)	1d8+1 plus 2d8+6 (20 hp)	1d8+1 plus 2d8+6 (20 hp)
Initiative:	+4	+6	+6
Speed:	30 ft. (6 squares)	50 ft. (10 squares)	30 ft. (6 squares)
Armor Class:	17 (+2 natural, +4 chain shirt, +1 light shield) touch 10, flat-footed 17	16 (+2 Dex, +4 natural), touch 12, flat-footed 14	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base	+2/+3	+2/+4	+2/+4
Attack/Grapple:			
Attack:	Longsword +3 melee (1d8+1/19–20) or light crossbow +2 ranged (1d8/19–20)	Bite +5 melee (1d6+3)	Claw +4 melee (1d4+2)
Full Attack:	Longsword +3 melee (1d8+1/19–20) or light crossbow +2 ranged (1d8/19–20)	Bite +5 melee (1d6+3)	2 claws +4 melee (1d4+2) and bite +0 melee (1d6+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Curse of lycanthropy, trip	Curse of lycanthropy
Special Qualities:	Alternate form, wolf empathy, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +6, Ref +3, Will +2	Fort +8, Ref +5, Will +2	Fort +8 Ref +5, Will +2
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8	Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8	Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8
Skills:	Handle Animal +1, Hide +1, Listen +1, Move Silently +2, Spot +1, Survival +2	Handle Animal +1, Hide +6, Listen +1, Move Silently +6, Spot +1, Survival +2*	Handle Animal +1, Hide +6, Listen +1, Move Silently +6, Spot +1, Survival +2*

Feats:	Improved Initiative, Iron Will ^B , Stealthy, Track ^B , Weapon Focus (bite)	(same as human form)	(same as human form)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary, pair, pack (6–10), or troupe (2–5 plus 5–8 wolves)	(same as human form)	(same as human form)
Challenge Rating:	3	3	3
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level	+3	+3	+3

Adjustment:

Werewolves in humanoid form have no distinguishing traits.

COMBAT

In wolf form, a werewolf can trip just as a normal wolf does. A werewolf in hybrid form usually dispenses with weapon attacks, though it can wield a weapon and use its bite as a secondary natural attack.

Alternate Form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

The werewolf presented here is based on a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

LYCANTHROPE, WEREWOLF LORD

	Werewolf Lord, Human Form	Werewolf Lord, Dire Wolf Form	Werewolf Lord, Hybrid Form
	Medium Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)	Large Humanoid (Human, Shapechanger)
Hit Dice:	10d10+20 plus 6d8+30 (132 hp)	10d10+20 plus 6d8+30 (132 hp)	10d10+20 plus 6d8+30 (132 hp)
Initiative:	+2	+4	+4
Speed :	30 ft. (6 squares)	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	26 (+2 Dex, +3 natural, +6 +2 mithral chain shirt, +5 +3 heavy shield) touch 12, flat-footed 24	19 (-1 size, +4 Dex, +6 natural), touch 13, flat-footed 15	19 (-1 size, +4 Dex, +6 natural), touch 13, flat-footed 15
Base	+14/+18	+14/+29	+14/+27
Attack/Grapple:			
Attack:	+2 bastard sword +21 melee (1d10+8/17–20) or masterwork composite longbow (+4 Str bonus) (2d8+15/17–20) +17 ranged (1d8+4/×3)	Bite +25 melee (2d6+16/19–20)	Claw +24 melee (1d6+11) or +2 bastard sword +27 melee
Full Attack:	+2 bastard sword +21/+16/+11 melee (1d10+8/17–20) or masterwork composite longbow (+4 Str bonus) +17/+12/+7 ranged (1d8+4/×3)	Bite +25 melee (2d6+16/19–20)	2 claws +24 melee (1d6+11) and bite +20 melee (2d6+5/19–20); or +2 bastard sword +27/+22/+17 melee (2d8+15/17–20) and bite +20 melee (2d6+5/19–20)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.	10 ft./10 ft.
Special Attacks:	—	Curse of lycanthropy, trip	Curse of lycanthropy
Special Qualities:	Alternate form, wolf empathy, low-light vision, scent	Alternate form, wolf empathy, damage reduction 10/silver, low-	Alternate form, wolf empathy, damage reduction 10/silver, low-

		light vision, scent	light vision, scent
Saves:	Fort +16, Ref +12, Will +13	Fort +17, Ref +12, Will +11	Fort +17, Ref +12, Will +11
Abilities:	Str 18, Dex 14, Con 14 Int 10, Wis 12, Cha 12	Str 32, Dex 18, Con 20 Int 10, Wis 12, Cha 12	Str 32, Dex 18, Con 20 Int 10, Wis 12, Cha 12
Skills:	Handle Animal +4, Hide +6, Listen +9, Move Silently +8, Spot +13, Survival +5	Handle Animal +4, Hide +6, Listen +9, Move Silently +12, Spot +13, Survival +5*	Handle Animal +4, Hide +6, Listen +9, Move Silently +12, Spot +13, Survival +5*
Feats:	Alertness, Cleave, Combat Reflexes, Exotic Weapon Proficiency (bastard Sword), Improved Critical (bastard sword), Improved Critical (bite), Improved Natural Armor, Improved Natural Attack (bite), Iron Will ^B , Power Attack, Run, Stealthy, Track ^B , Weapon Focus (bastard sword), Weapon Focus (bite), Weapon Specialization (bastard sword)	(same as human form)	(same as human form)
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Solitary, pair, or pack (1–2 werewolf lords plus 2–4 werewolves plus 5–8 wolves)	(same as human form)	(same as human form)
Challenge Rating:	14	14	14
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Stronger, harder, and more deadly than its lesser fellows, the werewolf lord is a murderous beast that delights in wreaking havoc.

The werewolf lord presented here is a 10th-level human fighter and natural lycanthrope, using the following base ability scores: Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

COMBAT

Werewolf lords can assume a hybrid form as well as an animal form. In dire wolf form, they can trip just as normal wolves do. In hybrid form, they can wield weapons or fight with their claws.

Alternate Form (Su): A werewolf lord can assume a bipedal hybrid form or the form of a dire wolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf lord's bite attack in wolf or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf lord in dire wolf form that hits with a bite attack can attempt to trip the opponent (+15 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf lord.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf lord in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

Possessions: +2 mithral chain shirt, +3 heavy shield, +2 bastard sword, gauntlets of ogre power, cloak of resistance +2, masterwork composite longbow (+4 Str bonus).

HILL GIANT DIRE WEREBOAR

	Hill Giant Dire Wereboar Giant Form	Hill Giant Dire Wereboar Dire Boar Form	Hill Giant Dire Wereboar Hybrid Boar Form
	Large Giant (Shapechanger)	Large Giant (Shapechanger)	Large Giant (Shapechanger)
Hit Dice:	12d8+51 plus 7d8+49 (185 hp)	12d8+51 plus 7d8+49 (185 hp)	12d8+51 plus 7d8+49 (185 hp)

Initiative:	-1	-1	-1
Speed:	30 ft. in hide armor (6 squares); base speed 40 ft.	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	22 (-1 size, -1 Dex, +11 natural, +3 hide armor), touch 8, flat-footed 22	16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16	19 (-1 size, -1 Dex, +11 natural), touch 8, flat-footed 19
Base Attack/Grapple:	+14/+25	+14/+33	+14/+33
Attack:	Greatclub +21 melee (2d8+10) or slam +20 melee (1d4+7) or rock +12 ranged (2d6+7)	Gore +28 melee (1d8+22)	Greatclub +29 melee (2d8+22) or claw +28 melee (1d6+15)
Full Attack:	Greatclub +21/+16 melee (2d8+10) or 2 slams +20 melee (1d4+7) or rock +12 ranged (2d6+7)	Gore +28 melee (1d8+22)	Greatclub +29 melee (2d8+22) and gore +23 melee (1d8+7); or 2 claws +28 melee (1d6+15) and gore +23 melee (1d8+7)
Space/Reach:	10 ft./10 ft.	10 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Rock throwing	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, boar empathy, ferocity, low-light vision, rock catching, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent	Alternate form, boar empathy, damage reduction 10/silver, ferocity, low-light vision, scent
Saves:	Fort +17, Ref +8, Will +12	Fort +20, Ref +8, Will +12	Fort +20, Ref +8, Will +12
Abilities:	Str 25, Dex 8, Con 19, Int 6, Wis 12, Cha 7	Str 41, Dex 8, Con 25, Int 6, Wis 12, Cha 7	Str 41, Dex 8, Con 25, Int 6, Wis 12, Cha 7
Skills:	Climb +10, Jump +10, Listen +10, Spot +12	Climb +18, Jump +22, Listen +10, Spot +12	Climb +18, Jump +22, Listen +10, Spot +12
Feats:	Alertness ^B , Cleave, Endurance, Improved Bull Rush, Improved Sunder, Iron Will ^B , Power Attack, Weapon Focus (greatclub)	(same as giant form)	(same as giant form)
Environment:	Temperate hills	Temperate hills	Temperate hills
Organization:	Solitary, pair, brood (3–4), or troupe (2–4 plus 1–4 dire boars)	(same as giant form)	(same as giant form)
Challenge Rating:	11	11	11
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	By character class	By character class	By character class
Level Adjustment:	+7	+7	+7

Dire wereboars in giant form look much like normal hill giants, though slightly stockier, and with coarser, stiffer hair and stiff. The dire wereboar described here is based on a hill giant and natural lycanthrope with normal ability scores for a hill giant.

COMBAT

Dire wereboars anger quickly. They usually begin a battle in giant form, then switch to hybrid form to take advantage of their immense strength in that shape. They like to use their Improved Bull Rush and Improved Sunder feats to shove opponents around and smash their weapons and shields.

Alternate Form (Su): A dire wereboar can assume a bipedal hybrid form or the form of a dire boar.

Boar Empathy (Ex): Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a dire wereboar's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Ferocity (Ex): A dire wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

CREATING A LYCANTHROPE

“Lycanthrope” is a template that can be added to any humanoid or giant (referred to hereafter as the base creature). The lycanthrope template can be inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes). Becoming a lycanthrope is very much like multiclassing as an animal and gaining the appropriate Hit Dice.

Size and Type: The base creature’s type does not change, but the creature gains the shapeshifter subtype. The lycanthrope takes on the characteristics of some type of carnivorous or omnivorous creature of the animal type (referred to hereafter as the base animal).

This animal can be any predator, scavenger, or omnivore whose size is within one size category of the base creature’s size (Small, Medium, or Large for a Medium base creature). Lycanthropes can also adopt a hybrid shape that combines features of the base creature and the base animal. A lycanthrope’s hybrid form is the same size as the base animal or the base creature, whichever is larger.

A lycanthrope uses either the base creature’s or the base animal’s statistics and special abilities in addition to those described here.

HIt Dice and Hit Points: Same as the base creature plus those of the base animal. To calculate total hit points, apply Constitution modifiers according to the score the lycanthrope has in each form.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature’s speed.

Armor Class: The base creature’s natural armor bonus increases by +2 in all forms. In hybrid form, the lycanthrope’s natural armor bonus is equal to the natural armor bonus of the base animal or the base creature, whichever is better.

Base Attack/Grapple: Add the base attack bonus for the base animal to the base attack bonus for the base creature. The lycanthrope’s grapple bonus uses its attack bonus and modifiers for Strength and size depending on the lycanthrope’s form.

Attacks: Same as the base creature or base animal, depending on which form the lycanthrope is using. A lycanthrope in hybrid form gains two claw attacks and a bite attack as natural weapons.

These weapons deal damage based on the hybrid form’s size. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The bite attack of a hybrid is a secondary attack.

Hybrid	Claw	Bite
Size		
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8
Huge	2d4	2d6

Damage: Same as the base creature or base animal, depending on which form the lycanthrope is in.

Special Attacks: A lycanthrope retains the special attacks of the base creature or base animal, depending on which form it is using, and also gains the special attacks described below.

A lycanthrope’s hybrid form does not gain any special attacks of the base animal. A lycanthrope spellcaster cannot cast spells with verbal, somatic, or material components while in animal form, or spells with verbal components while in hybrid form.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope’s bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim’s size is not within one size category of the lycanthrope the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy.

Special Qualities: A lycanthrope retains all the special qualities of the base creature and the base animal, and also gains those described below.

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form, and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal’s physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action.

A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however.

Afflicted lycanthropes find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

Damage Reduction (Ex): An afflicted lycanthrope in animal or hybrid form has damage reduction 5/silver. A natural lycanthrope in animal or hybrid form has damage reduction 10/silver.

Lycanthropic Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal’s attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as “friend,” “foe,” “flee,” and “attack.”

Low-Light Vision (Ex): A lycanthrope has low-light vision in any form.

Scent (Ex): A lycanthrope has the scent ability in any form.

Base Save Bonuses: Add the base save bonuses of the base animal to the base save bonuses of the base creature.

Abilities: All lycanthropes gain +2 to Wisdom. In addition, when in animal form, a lycanthrope's physical ability scores improve according to its kind, as set out in the table below. These adjustments are equal to the animal's normal ability scores –10 or –11. A lycanthrope in hybrid form modifies its physical ability scores by the same amount.

In addition, a lycanthrope may also gain an additional ability score increase by virtue of its extra Hit Dice.

Skills: A lycanthrope gains skill points equal to $(2 + \text{Int modifier, minimum 1})$ per Hit Die of its animal form, as if it had multiclassed into the animal type. (Animal is never its first Hit Die, though, and it does not gain quadruple skill points for any animal Hit Die.) Any skill given in the animal's description is a class skill for the lycanthrope's animal levels. In any form, a lycanthrope also has any racial skill bonuses of the base creature and of the base animal, although conditional skill bonuses only apply in the associated form.

Feats: Add the base animal's feats to the base creature's. If this results in a lycanthrope having the same feat twice, the lycanthrope gains no additional benefit unless the feat normally can be taken more once, in which case the duplicated feat works as noted in the feat description. This process may give the lycanthrope more feats than a character of its total Hit Dice would normally be entitled to; if this occurs, any "extra" feats are denoted as bonus feats.

It's possible that a lycanthrope cannot meet the prerequisites for all its feats when in humanoid form. If this occurs, the lycanthrope still has the feats, but cannot use them when in humanoid form. A lycanthrope receives Iron Will as a bonus feat.

Environment: Same as either the base creature or base animal.

Organization: Solitary or pair, sometimes family (3–4), pack (6–10), or troupe (family plus related animals)

Challenge Rating: By class level or base creature, modified according to the HD of the base animal: 1 HD or 2 HD, +2; 3 HD to 5 HD, +3; 6 HD to 10 HD, +4; 11 HD to 20 HD, +5; 21 or more HD, +6.

Treasure: Standard.

Alignment: Any. Noble creatures such as bears, eagles, and lions tend to produce good-aligned lycanthropes. Sinister creatures such as rats, snakes, and wolves tend to produce evil-aligned lycanthropes. This is a reflection of how these animals are perceived, not any innate quality of the animal itself, so the alignment of the animal form can be arbitrarily assigned.

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a lycanthrope's character level is increased by the number of racial Hit Dice the base animal has.

Common Lycanthropes

Name	Animal Form	Animal or Hybrid Form Ability Modifiers	Preferred Alignment
Werebear	Brown bear	Str +16, Dex +2, Con +8	Lawful good
Wereboar	Boar	Str +4, Con +6	Neutral
Wererat	Dire rat	Dex +6, Con +2	Chaotic evil
Weretiger	Tiger	Str +12, Dex +4, Con +6	Neutral
Werewolf	Wolf	Str +2, Dex +4, Con +4	Chaotic evil
Dire wereboar	Dire boar	Str +16, Con +6	Neutral

LYCANTHROPY AS AN AFFLICION

When a character contracts lycanthropy through a lycanthrope's bite (see above), no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his or her own identity, temporarily becoming an NPC. The character remains in animal form, assuming the appropriate alignment, until the next dawn.

The character's actions during this first episode are dictated by the alignment of its animal form. The character remembers nothing about the entire episode (or subsequent episodes) unless he succeeds on a DC 15 Wisdom check, in which case he becomes aware of his lycanthropic condition.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check (see below) to resist changing into animal form. Any player character not yet aware of his or her lycanthropic condition temporarily becomes an NPC during an involuntary change, and acts according to the alignment of his or her animal form.

A character with awareness of his condition retains his identity and does not lose control of his actions if he changes.

However, each time he changes to his animal form, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his animal form in all shapes.

Once a character becomes aware of his affliction, he can now voluntarily attempt to change to animal or hybrid form, using the appropriate Control Shape check DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's alignment to that of the appropriate lycanthrope.

Changing Form

Changing form is a standard action. If the change is involuntary, the character performs the change on his next turn following the triggering event. Changing to animal or hybrid form ruins the character's armor and clothing (including any items worn) if the new form is larger than the character's natural form; carried items are simply dropped. Characters can hastily doff clothing while changing, but not armor. Magic armor survives the change if it succeeds on a DC 15 Fortitude save. An afflicted character who is not aware of his condition remains in animal form until the next dawn. An afflicted character who is aware of his or her condition (see above) can try to resume humanoid form following a change (voluntary or involuntary) with a Control Shape check, but if he fails his check, he remains in animal (or hybrid) form until the following dawn.

Curing Lycanthropy

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within 1 hour of a lycanthrope's attack can attempt a DC 20 Fortitude save to shake off the affliction. If a healer administers the herb, use the character's save bonus or the healer's Heal modifier, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

However, fresh or not, belladonna is toxic. The character must succeed on a DC 13 Fortitude save or take 1d6 points of Strength damage. One minute later, the character must succeed on a second DC 13 save or take an additional 2d6 points of Strength damage.

A *remove disease* or *heal* spell cast by a cleric of 12th level or higher also cures the affliction, provided the character receives the spell within three days of the lycanthrope's attack.

The only other way to remove the affliction is to cast *remove curse* or *break enchantment* on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a DC 20 Will save to break the curse (the caster knows if the spell works). If the save fails, the process must be repeated.

Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy.

LYCANTHROPIES AS CHARACTERS

Becoming a lycanthrope does not change a character's favored class but usually changes alignment (see above). This alignment change may cause characters of certain classes to lose some of their class features.

Lycanthrope characters possess the following racial traits.

— +2 Wisdom. Physical abilities are increased by the animal form's ability modifiers when a lycanthrope changes to its hybrid or animal forms.

— Size same as the base creature or the base animal form.

— Low-light vision in any form.

— Scent in any form.

— Racial Hit Dice: A lycanthrope adds the Hit Dice of its animal form to its base Hit Dice for race, level, and class. These additional Hit Dice modify the lycanthrope's base attack bonus and base saving throw bonuses accordingly.

— Racial Skills: A lycanthrope adds skill points for its animal Hit Dice much as if it had multiclassed into the animal type. It gains skill points equal to $(2 + \text{Int modifier, minimum 1})$ per Hit Die of the animal form. Any skills that appear in the animal's description are treated as class skills for the lycanthrope's animal levels. The lycanthrope's maximum skill ranks are equal to its animal form Hit Dice + its racial Hit Dice (if any) + its class levels + 3. Any racial skill adjustments of the lycanthrope's base race and its animal form (but not conditional adjustments) are added to its skill modifiers in any form.

— Racial Feats: Add the animal's Hit Dice to the base character's own Hit Dice to determine how many feats the character has. All lycanthropes gain Iron Will as a bonus feat.

— +2 natural armor bonus in any form.

— Special Qualities (see above): Alternate form, lycanthropic empathy, curse of lycanthropy (in animal or hybrid form only).

— Afflicted lycanthrope: damage reduction 5/silver (in animal or hybrid form only).

— Natural lycanthrope: damage reduction 10/silver (in animal or hybrid form only).

— Automatic Languages: As base creature.

— Favored Class: Same as the base creature.

— Level adjustment: Same as the base creature +2 (afflicted) or +3 (natural).

CONTROL SHAPE (WIS)

Any character who has contracted lycanthropy and is aware of his condition can learn Control Shape as a class skill. (An afflicted lycanthrope not yet aware of his condition can attempt Control Shape checks untrained.) This skill determines whether an afflicted lycanthrope can control his shape. A natural lycanthrope does not need this skill, since it has full control over its shape.

Check (Involuntary Change): An afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his hit points by one-quarter and again after each additional one-quarter lost.

Involuntary Change

Control Shape DC

On a failed check, the character must remain in animal form until the next dawn, when he automatically returns to his base form. A character aware of his condition may make one attempt to return to humanoid form (see below), but if he fails, he remains in animal form until the next dawn.

Retry (Involuntary Change): Check to resist an involuntary change once each time a triggering event occurs.

Check (Voluntary Change): In addition, an afflicted lycanthrope aware of his condition may attempt to use this skill voluntarily in order to change to animal form, assume hybrid form, or return to humanoid form, regardless of the state of the moon or whether he has been injured.

Involuntary Change	Control Shape DC
Return to humanoid form (full moon*)	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntary change to animal form (full moon)	15
Voluntary change to animal form (not full moon)	20

* For game purposes, the full moon lasts three days every month.

Retry (Voluntary Change): A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

Special: An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see Lycanthropy as an Affliction).

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MONSTERS (M-N)

MAGMIN

Small Elemental (Fire, Extraplanar)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+1/-1
Attack:	Burning touch +4 melee touch (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion)
Full Attack:	Burning touch +4 melee touch (1d8 fire plus combustion) or slam +4 melee (1d3+3 plus combustion)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Combustion, fiery aura
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 15, Dex 11, Con 13, Int 8, Wis 10, Cha 10
Skills:	Climb +4, Spot +3
Feats:	Great Fortitude
Environment:	Elemental Plane of Fire
Organization:	Solitary, gang (2–4), or squad (6–10)
Challenge Rating:	3
Treasure:	Standard coins; standard goods (nonflammables only); standard items (nonflammables only)
Alignment:	Always chaotic neutral
Advancement:	3–4 HD (Small); 5–6 HD (Medium)
Level Adjustment:	—

Magmins are small, human-shaped beings from the Elemental Plane of Fire that radiate intense heat and are wreathed in an aura of searing flames. A typical magmin is 4 feet tall and weighs 400 pounds.

Magmins speak Ignan.

COMBAT

Although small, magmins are dangerous opponents. Their touch is effective against those who lack protection or immunity from heat and flames, but if faced with opponents who have immunity to fire, magmins rely on their slam attack. In any case, magmins are not valiant fighters. They usually flee if injured, although often only far enough to set up a fiery ambush for their enemies.

A magmin's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Combustion (Ex): Anyone a magmin touches must succeed on a DC 12 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 20 feet of a magmin must succeed on a DC 12 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 12 Fortitude save or melt away into slag. The save DC is Constitution-based.

MANTICORE

Large Magical Beast

Hit Dice:	6d10+24 (57 hp)
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Initiative:	+2
Speed:	30 ft. (6 squares), fly 50 ft. (clumsy)
Armor Class:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+6/+15
Attack:	Claw +10 melee (2d4+5) or 6 spikes +8 ranged (1d8+2/19–20)
Full Attack:	2 claws +10 melee (2d4+5) and bite +8 melee (1d8+2); or 6 spikes +8 ranged (1d8+2/19–20)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Spikes
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +9, Ref +7, Will +3
Abilities:	Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9
Skills:	Listen +5, Spot +9, Survival +1
Feats:	Flyby Attack, Multiattack, Track ^B , Weapon Focus (spikes)
Environment:	Warm marshes
Organization:	Solitary, pair, or pride (3–6)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	7–16 HD (Large); 17–18 HD (Huge)
Level Adjustment:	+3 (cohort)

A typical manticore is about 10 feet long and weighs about 1,000 pounds. Manticores speak Common.

COMBAT

A manticore begins most attacks with a volley of spikes, then closes. In the outdoors, it often uses its powerful wings to stay aloft during battle.

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Skills: *Manticores have a +4 racial bonus on Spot checks.

MEDUSA

Medium Monstrous Humanoid

Hit Dice:	6d8+6 (33 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+6/+6
Attack:	Shortbow +8 ranged (1d6/x3) or dagger +8 melee (1d4/19–20) or snakes +8 melee (1d4 plus poison)
Full Attack:	Shortbow +8/+3 ranged (1d6/x3); or dagger +8/+3 melee (1d4/19–20) and snakes +3 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Petrifying gaze, poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +7, Will +6
Abilities:	Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15
Skills:	Bluff +9, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +8, Spot +8
Feats:	Point Blank Shot, Precise Shot, Weapon Finesse
Environment:	Temperate marshes
Organization:	Solitary or covey (2–4)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class

Level Adjustment: —

A medusa is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). The creature often wears garments that enhance its body while hiding its face behind a hood or veil.

A typical medusa is 5 to 6 feet tall and about the same weight as a human.

Medusas speak Common.

COMBAT

A medusa tries to disguise its true nature until the intended victim is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons to attack those who avert their eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

MEPHIT

Mephits are minor creatures from the elemental planes.

All mephits appear as small, winged creatures with more or less humanoid features. While they are often described as impish, their elemental origins are apparent at first glance.

COMBAT

All mephits fight by biting and clawing or by using a breath weapon, the nature and effects of which vary from creature to creature.

A mephit's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): A mephit can use its breath weapon once every 1d4 rounds as a standard action. See the individual descriptions for details.

Spell-Like Abilities: All mephits have one or more spell-like abilities (save DC 12 + spell level). See the individual descriptions for details.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

Fast Healing (Ex): Mephits heal 2 points of damage each round, provided they are still alive and certain other conditions are met. See the individual descriptions for details.

AIR MEPHIT

Small Outsider (Air, Extraplanar)

Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3)
Full Attack:	2 claws +4 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard

Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)
Air mephits come from the Elemental Plane of Air. An air mephit is about 4 feet tall and weighs about 1 pound.	
Air mephits speak Common and Auran.	
Combat	
Breath Weapon (Su): 15-foot cone of dust and grit, damage 1d8, Reflex DC 12 half. The save DC is Constitution-based and includes a +1 racial bonus.	
Spell-Like Abilities: Once per hour an air mephit can surround itself with vapor, duplicating the effect of a <i>blur</i> spell (caster level 3rd). Once per day it can use <i>gust of wind</i> (DC 14, caster level 6th). The save DC is Charisma-based.	
Fast Healing (Ex): An air mephit heals only if exposed to moving air, be it a breeze, a draft, a spell effect, or even the mephit fanning itself.	

DUST MEPHIT

Small Outsider (Air, Extraplanar)	
Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3)
Full Attack:	2 claws +4 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Dust mephits come from the Elemental Plane of Air.
A dust mephit is about 4 feet tall and weighs about 2 pounds.
Dust mephits speak Common and Auran.

Combat

Breath Weapon (Su): 10-foot cone of irritating particles, damage 1d4, Reflex DC 12 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a dust mephit can surround itself with a plume of dust, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can create a mass of roiling dust that duplicates the effect of *wind wall* (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A dust mephit heals only if in an arid, dusty environment.

EARTH MEPHIT

Small Outsider (Earth, Extraplanar)	
Hit Dice:	3d8+6 (19 hp)
Initiative:	–1
Speed:	30 ft. (6 squares), fly 40 ft. (average)

Armor Class:	16 (+1 size, -1 Dex, +6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3/+2
Attack:	Claw +7 melee (1d3+3)
Full Attack:	2 claws +7 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Change size, damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +4, Ref +2, Will +3
Abilities:	Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +5, Hide +9, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Listen +6, Move Silently +5, Spot +6, Use Rope -1 (+1 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Earth
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Earth mephits come from the Elemental Plane of Earth.

An earth mephit is about 4 feet tall and weighs about 80 pounds.

Earth mephits speak Common and Terran.

Combat

Breath Weapon (Su): 15-foot cone of rock shards and pebbles, damage 1d8, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: 1/day—*soften earth and stone*. Caster level 6th.

Change Size (Sp): Once per hour, an earth mephit can magically change its size. This works just like an *enlarge person* spell, except that the power works only on the earth mephit. This is the equivalent of a 2nd-level spell.

Fast Healing (Ex): An earth mephit heals only if it is underground or buried up to its waist in earth.

FIRE MEPHIT

Small Outsider (Extraplanar, Fire)

Hit Dice:	3d8 (13 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3 and 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 and 1d4 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., immunity to fire, fast healing 2, vulnerability to cold
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3

Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Fire mephits come from the Elemental Plane of Fire.

A fire mephit is about 4 feet tall and weighs about 1 pound.

Fire mephits speak Common and Ignan.

Combat

Breath Weapon (Su): 15-foot cone, damage 1d8 fire, Reflex half DC 12. The save DC is Constitution-based and includes a +1 racial adjustment.

Spell-Like Abilities: 1/hour—*scorching ray* (DC 14) as the spell cast by a 3rd-level sorcerer; 1/day—*heat metal* (DC 14). Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A fire mephit heals only if it is touching a flame at least as large as a torch.

ICE MEPHIT

Small Outsider (Air, Cold, Extraplanar)

Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 50 ft. (perfect)
Armor Class:	18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3 plus 1d4 cold)
Full Attack:	2 claws +4 melee (1d3 plus 1d4 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to cold, vulnerability to fire
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +9, Hide +13, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +9, Spot +6, Use Rope +3 (+5 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Air
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Ice mephits come from the Elemental Plane of Air.

Ice mephits have a cold, aloof demeanor. Each one is about 4 feet tall and weighs about 30 pounds.

Ice mephits speak Common and Auran.

Combat

Breath Weapon (Su): 10-foot cone of ice shards, damage 1d4 cold, Reflex DC 12 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: 1/hour—*magic missile* (caster level 3rd); 1/day—*chill metal* (DC 14, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32°F. or below.

MAGMA MEPHIT

Small Outsider (Fire, Extraplanar)

Hit Dice:	3d8 (13 hp)
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Initiative:	+5
Speed:	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3 plus 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 plus 1d4 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Magma mephits come from the Elemental Plane of Fire. Magma mephits are slow-witted and brutish. Each one is about 4 feet tall and weighs about 60 pounds.

Magma mephits speak Common and Ignan.

Combat

Breath Weapon (Su): 10-foot cone of magma, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a magma mephit can use *shapechange* to take the form of a pool of lava 3 feet in diameter and 6 inches deep. The mephit's damage reduction improves to 20/magic when in this form. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 feet, but it can't run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood.

Once per day a magma mephit can use *pyrotechnics* (DC 14). It can use itself as the fire source without harm. Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A magma mephit heals only if it is touching magma, lava, or a flame at least as large as a torch.

OOZE MEPHIT

	Small Outsider (Extraplanar, Water)
Hit Dice:	3d8+6 (19 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/+1
Attack:	Claw +6 melee (1d3+2)
Full Attack:	2 claws +6 melee (1d3+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +4, Ref +3, Will +3
Abilities:	Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10,

	Use Rope +0 (+2 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Water
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Ooze mephits come from the Elemental Plane of Water. An ooze mephit is about 4 feet tall and weighs about 30 pounds. Ooze mephits speak Common and Aquan.

Combat

Breath Weapon (Su): 10-foot cone of caustic liquid, damage 1d4 acid, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour an ooze mephit can hurl an acidic blob that functions like *acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of *stinking cloud* (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An ooze mephit heals only if in a wet or muddy environment.

Skills: An ooze mephit has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SALT MEPHIT

	Small Outsider (Earth, Extraplanar)
Hit Dice:	3d8+6 (19 hp)
Initiative:	–1
Speed:	30 ft. (6 squares), fly 40 ft. (average)
Armor Class:	16 (+1 size, –1 Dex, +6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3/+2
Attack:	Claw +7 melee (1d3+3)
Full Attack:	2 claws +7 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +4, Ref +2, Will +3
Abilities:	Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +5, Hide +9, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +5, Spot +6, Use Rope –1 (+1 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Earth
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Salt mephits come from the Elemental Plane of Earth.

Salt mephits are sarcastic creatures who loathe water and moisture of any kind. Each one is about 4 feet tall and weighs about 80 pounds.

Salt mephits speak Common and Terran.

Combat

Breath Weapon (Su): 10-foot cone of salt crystals, damage 1d4, Reflex DC 13 half. Living creatures that fail their saves are

tormented by itching skin and burning eyes. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a salt mephit can use *glitterdust* (DC 14, caster level 3rd).

Once per day it can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant creatures and aquatic creatures, which take a -2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A salt mephit heals only if in an arid environment.

STEAM MEPHIT

Small Outsider (Extraplanar, Fire)

Hit Dice:	3d8 (13 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), fly 50 ft. (average)
Armor Class:	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+3/-1
Attack:	Claw +4 melee (1d3 plus 1d4 fire)
Full Attack:	2 claws +4 melee (1d3 plus 1d4 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)
Feats:	Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Steam mephits come from the Elemental Plane of Fire.

Steam mephits are bossy creatures who consider themselves the lords of all their kind. Each one is about 4 feet tall and weighs about 2 pounds.

Steam mephits speak Common and Ignan.

Combat

Unlike other mephits, steam mephits rush into combat eagerly, driven by an oversized ego.

Breath Weapon (Su): 10-foot cone of steam, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can create a rainstorm of boiling water that affects a 20-foot-square area. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

WATER MEPHIT

Small Outsider (Extraplanar, Water)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), fly 40 ft. (average), swim 30 ft.

Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+3/+1
Attack:	Claw +6 melee (1d3+2)
Full Attack:	2 claws +6 melee (1d3+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, <i>summon mephit</i>
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., fast healing 2
Saves:	Fort +4, Ref +3, Will +3
Abilities:	Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15
Skills:	Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings)
Feats:	Power Attack, Toughness
Environment:	Elemental Plane of Water
Organization:	Solitary (1), gang (2–4 mephits of mixed types), or mob (5–12 mephits of mixed types)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)
Level Adjustment:	+3 (cohort)

Water mephits come from the Elemental Plane of Water.

Water mephits are jaunty creatures with an unflagging sense of humor who quickly get on the nerves of everyone around them. Each one is about 4 feet tall and weighs about 30 pounds.

Water mephits speak Common and Aquan.

Combat

Breath Weapon (Su): 15-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a water mephit can hurl an acidic blob that functions like *acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of a *stinking cloud* spell (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A water mephit heals only if it is exposed to rain or submerged up to its waist in water.

Skills: A water mephit has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

MERFOLK

Merfolk, 1st-Level Warrior	
Medium Humanoid (Aquatic)	
Hit Dice:	1d8+2 (6 hp)
Initiative:	+1
Speed:	5 ft. (1 square), swim 50 ft.
Armor Class:	13 (+1 Dex, +2 leather), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19–20)
Full Attack:	Trident +2 melee (1d8+1) or heavy crossbow +2 ranged (1d10/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Amphibious, low-light vision
Saves:	Fort +4, Ref +1, Will –1
Abilities:	Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10

Skills:	Listen +3, Spot +3, Swim +9
Feats:	Alertness
Environment:	Temperate aquatic
Organization:	Company (2–4), patrol (11–20 plus 2 3rd-level lieutenants and 1 leader of 3rd–6th level), or band (30–60 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 10 porpoises)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class

Level Adjustment: +1

A merfolk is about 8 feet long from the top of the head to the end of the tail, and weighs about 400 pounds.

Merfolk speak Common and Aquan.

Most merfolk encountered outside their home are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Merfolk favor heavy crossbows of shell and coral that fire bolts fashioned from blowfish spines, with an underwater range increment of 30 feet. Merfolk often barrage their enemies before closing, when they resort to tridents.

Amphibious (Ex): Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

Skills: A merfolk has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

The merfolk warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

MERFOLK CHARACTERS

A merfolk's favored class is bard.

MIMIC

Large Aberration (Shapechanger)

Hit Dice:	7d8+21 (52 hp)
Initiative:	+1
Speed:	10 ft. (2 squares)
Armor Class:	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+5/+13
Attack:	Slam +9 melee (1d8+4)
Full Attack:	2 slams +9 melee (1d8+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Adhesive, crush
Special Qualities:	Darkvision 60 ft., immunity to acid, mimic shape
Saves:	Fort +5, Ref +5, Will +6
Abilities:	Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10
Skills:	Climb +9, Disguise +13, Listen +8, Spot +8
Feats:	Alertness, Lightning Reflexes, Weapon Focus (slam)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

A mimic can have almost any dimensions, but usually is not more than 10 feet long. A typical mimic has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 4,500 pounds.

Mimics speak Common.

COMBAT

A mimic often surprises an unsuspecting adventurer, lashing out with a heavy pseudopod. The creature does not necessarily fight to the death if it can succeed in extorting treasure or food from a party.

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex): A mimic deals 1d8+4 points of damage with a successful grapple check.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Skills: A mimic has a +8 racial bonus on Disguise checks.

MINOTAUR

Large Monstrous Humanoid

Hit Dice:	6d8+12 (39 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (-1 size, +5 natural), touch 9, flat-footed — (see text)
Base Attack/Grapple:	+6/+14
Attack:	Greataxe +9 melee (3d6+6/x3) or gore +9 melee (1d8+4)
Full Attack:	Greataxe +9/+4 melee (3d6+6/x3) and gore +4 melee (1d8+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Powerful charge 4d6+6
Special Qualities:	Darkvision 60 ft., natural cunning, scent
Saves:	Fort +6, Ref +5, Will +5
Abilities:	Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8
Skills:	Intimidate +2, Listen +7, Search +2, Spot +7
Feats:	Great Fortitude, Power Attack, Track
Environment:	Underground
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic Evil
Advancement:	By character class
Level Adjustment:	+2

A minotaur stands more than 7 feet tall and weighs about 700 pounds.

Minotaurs speak Giant.

COMBAT

Minotaurs prefer melee combat, where their great strength serves them well.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

MINOTAURS AS CHARACTERS

Minotaur characters possess the following racial traits.

— +8 Strength, +4 Constitution, -4 Intelligence (minimum 3), -2 Charisma.

- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A minotaur's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A minotaur begins with six levels of monstrous humanoid, which provide 6d8 Hit Dice, a base attack bonus of +6, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.
- Racial Skills: A minotaur's monstrous humanoid levels give it skill points equal to $9 \times (2 + \text{Int modifier, minimum 1})$. Its class skills are Intimidate, Jump, Listen, Search, and Spot. Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.
- Racial Feats: A minotaur's monstrous humanoid levels give it three feats.
- Weapon Proficiency: A minotaur is proficient with the greataxe and all simple weapons.
- +5 natural armor bonus.
- Natural Weapons: Gore (1d8).
- Special Attacks (see above): Powerful charge.
- Special Qualities (see above): Natural cunning, scent.
- Automatic Languages: Common, Giant. Bonus Languages: Orc, Goblin, Terran.
- Favored Class: Barbarian.
- Level adjustment +2.

MOHRG

Medium Undead

Hit Dice:	14d12 (91 hp)
Initiative:	+9
Speed:	30 ft. (6 squares)
Armor Class:	23 (+4 Dex, +9 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+7/+12
Attack:	Slam +12 melee (1d6+7) or tongue +12 melee touch (paralysis)
Full Attack:	Slam +12 melee (1d6+7) and tongue +12 melee touch (paralysis)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, paralyzing touch, create spawn
Special Qualities:	Darkvision 60 ft., undead traits
Saves:	Fort +4, Ref +10, Will +9
Abilities:	Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10
Skills:	Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9
Feats:	Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility
Environment:	Any
Organization:	Solitary, gang (2–4), or mob (2–4 plus 5–10 zombies)
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	15–21 HD (Medium); 22–28 HD (Large)
Level Adjustment:	—

Mohrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes. Most mohrgs are 5 to 6 feet tall and weigh about 120 pounds.

COMBAT

Like zombies, mohrgs attack by slamming enemies with their fists. They often catch opponents flat-footed, for they move much faster than zombies.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based. **Create Spawn (Su):** Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had

in life.

MUMMY

	Mummy	Mummy Lord, 10th-Level Cleric
Hit Dice:	8d12+3 (55 hp)	8d12 plus 10d8 (97 hp)
Initiative:	+0	+5
Speed:	20 ft. (4 squares)	15 ft. in half-plate armor (3 squares); base speed 20 ft.
Armor Class:	20 (+10 natural), touch 10, flat-footed 20	30 (+1 Dex, +10 natural, +9 +2 <i>half-plate armor</i>), touch 11, flat-footed 29
Base Attack/Grapple:	+4/+11	+11/+19
Attack:	Slam +11 melee (1d6+10 plus mummy rot)	Slam +20 melee (1d6+12/19–20 plus mummy rot)
Full Attack:	Slam +11 melee (1d6+10 plus mummy rot)	Slam +20 melee (1d6+12/19–20 plus mummy rot)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Despair, mummy rot	Despair, mummy rot, rebuke undead, spells
Special Qualities:	Damage reduction 5/–, darkvision 60 ft., undead traits, vulnerability to fire	Damage reduction 5/–, darkvision 60 ft., resistance to fire 10, undead traits, vulnerability to fire
Saves:	Fort +4, Ref +2, Will +8	Fort +13, Ref +8, Will +20
Abilities:	Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15	Str 26, Dex 12, Con —, Int 8, Wis 20, Cha 17
Skills:	Hide +7, Listen +8, Move Silently +7, Spot +8	Concentration +8, Knowledge (religion) +4, Listen +18, Move Silently +5, Spot +18
Feats:	Alertness, Great Fortitude, Toughness	Alertness, Combat Casting, Great Fortitude, Improved Critical (slam), Improved Initiative, Weapon Focus (slam)
Environment:	Any	Any
Organization:	Solitary, warden squad (2–4), or guardian detail (6–10)	Solitary or tomb guard (1 mummy lord and 6–10 mummies)
Challenge Rating:	5	15
Treasure:	Standard	Standard plus possessions noted below
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	9–16 HD (Medium); 17–24 HD (Large)	By character class
Level Adjustment:	—	—

Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten.

Most mummies are 5 to 6 feet tall and weigh about 120 pounds.

Mummies can speak Common, but seldom bother to do so.

COMBAT

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

MUMMY LORD

Unusually powerful or evil individuals preserved as mummies sometimes rise as greater mummies after death. A mummy lord resembles its lesser fellows, but often wears or carries equipment it used in life.

Mummy lords are often potent spellcasters. They are found as guardians of the tombs of high lords, priests, and mages. Most are sworn to defend for eternity the resting place of those whom they served in life, but in some cases a mummy lord's unliving state is the result of a terrible curse or rite designed to punish treason, infidelity, or crimes of an even more abhorrent nature. A mummy lord of this sort is usually imprisoned in a tomb that is never meant to be opened again.

Despair (Su): The save DC against this mummy lord's despair is 17.

Mummy Rot (Su): The save DC against this mummy lord's mummy rot is 17.

Typical Cleric Spells Prepared (6/7/6/5/4; save DC 15 + spell level): 0—detect magic (2), guidance, read magic, resistance, virtue; 1st—bane, command, deathwatch, divine favor, doom, sanctuary, shield of faith; 2nd—bull's strength, death knell*, hold person, resist energy, silence, spiritual weapon; 3rd—animate dead*, deeper darkness, dispel magic, invisibility purge, searing light; 4th—air walk, dismissal, divine power, giant vermin, spell immunity*; 5th—insect plague, slay living*, spell resistance, symbol of pain.*

*Domain Spell. Domains: Death and Protection.

Possessions: +2 half-plate armor, cloak of resistance +2, ring of minor elemental resistance (fire), brooch of shielding. (Different mummy lords may have different possessions.)

NAGA

All nagas have long, snakelike bodies covered with glistening scales, and more or less human faces. They range in length from 10 to 20 feet and weigh from 200 to 500 pounds. The eyes of a naga are bright and intelligent, burning with an almost hypnotic inner light.

COMBAT

Nagas favor spells over other forms of combat. Because they are almost always found in the lairs they guard and know well, they can arrange most encounters to suit their wishes.

DARK NAGA

Large Aberration

Hit Dice:	9d8+18 (58 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+6/+12
Attack:	Sting +7 melee (2d4+2 plus poison)
Full Attack:	Sting +7 melee (2d4+2 plus poison) and bite +2 melee (1d4+1)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, spells
Special Qualities:	Darkvision 60 ft., detect thoughts, guarded thoughts, immunity to poison, resistance to charm
Saves:	Fort +5, Ref +7, Will +8
Abilities:	Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha 17
Skills:	Bluff +9, Concentration +13, Diplomacy +7, Disguise +5 (+7 acting), Intimidate +5, Listen +11, Sense Motive +8, Spellcraft +12, Spot +11
Feats:	Alertness, Combat Casting, Dodge, Eschew Materials ^B , Lightning Reflexes
Environment:	Temperate hills
Organization:	Solitary or nest (2–4)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)

Level Adjustment: —

Dark nagas speak Common and Infernal.

Combat

Dark nagas prefer to fight from an elevated position where they get a good view of the battlefield while also staying out of reach.

Poison (Ex): Injury, Fortitude DC 16 or lapse into a nightmare-haunted sleep for 2d4 minutes. The save DC is Constitution-based.

Spells: Dark nagas cast spells as 7th-level sorcerers.

Typical Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level): 0—*daze, detect magic, light, mage hand, open/close, ray of frost, read magic*; 1st—*expeditious retreat, magic missile, ray of enfeeblement, shield, silent image*; 2nd—*cat's grace, invisibility, scorching ray*; 3rd—*displacement, lightning bolt*.

Resistance to Charm: Dark nagas have a +2 racial bonus on saving throws against all *charm* effects (not included in the statistics block).

Detect Thoughts (Su): A dark naga can continuously use detect thoughts as the spell (caster level 9th; Will DC 15 negates). This ability is always active. The save DC is Charisma-based.

Guarded Thoughts (Ex): Dark nagas are immune to any form of mind reading.

GUARDIAN NAGA

Large Aberration

Hit Dice:	11d8+44 (93 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	18 (−1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+8/+17
Attack:	Bite +12 melee (2d6+7 plus poison) or spit +9 ranged touch (poison)
Full Attack:	Bite +12 melee (2d6+7 plus poison) or spit +9 ranged touch (poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, spit, spells
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +7, Ref +7, Will +11
Abilities:	Str 21, Dex 14, Con 19, Int 16, Wis 19, Cha 18
Skills:	Bluff +18, Concentration +19, Listen +13, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +6, Sense Motive +18, Spellcraft +17, Spot +13
Feats:	Alertness, Combat Casting, Dodge, Eschew Materials ^B , Lightning Reflexes
Environment:	Temperate plains
Organization:	Solitary or nest (2–4)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Usually lawful good
Advancement:	12–16 HD (Large); 17–33 HD (Huge)
Level Adjustment:	—

Guardian nagas speak Celestial and Common.

Combat

Guardian nagas usually warn off intruders before attacking. If the warning is ignored, they may begin a spell assault or spit poison.

Poison (Ex): Injury or contact, Fortitude DC 19, initial and secondary damage 1d10 Con. The save DC is Constitution-based.

Spit (Ex): A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

Spells: Guardian nagas cast spells as 9th-level sorcerers, and can also cast spells from the cleric list and from the Good and Law domains. The cleric spells and domain spells are considered arcane spells for a guardian naga, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/5; save DC 14 + spell level): 0—*cure minor wounds, daze, detect magic, light, mage hand, open/close, ray of frost, read magic*; 1st—*cure light wounds, divine favor, expeditious retreat, mage armor, magic missile*; 2nd—*detect thoughts, lesser restoration, see invisibility, scorching ray*; 3rd—*cure serious wounds, dispel magic, lightning bolt*; 4th—*divine power, greater invisibility*.

SPIRIT NAGA

Large Aberration

Hit Dice:	9d8+36 (76 hp)
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Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+6/+14
Attack:	Bite +9 melee (2d6+6 plus poison)
Full Attack:	Bite +9 melee (2d6+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Charming gaze, poison, spells
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +7, Ref +6, Will +9
Abilities:	Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 17
Skills:	Concentration +13, Listen +14, Spellcraft +10, Spot +14
Feats:	Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials ^B , Lightning Reflexes
Environment:	Temperate marshes
Organization:	Solitary or nest (2–4)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	10–13 HD (Large); 14–27 HD (Huge)

Level Adjustment: —

Spirit nagas speak Abyssal and Common.

Combat

Spirit nagas meet foes boldly so as to use their gaze attacks to best effect. They quickly slither forward to bite foes that avert their eyes.

Charming Gaze (Su): As *charm person*, 30 feet, Will DC 19 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Spirit nagas cast spells as 7th-level sorcerers, and can also cast spells from the cleric spell list and from the Chaos and Evil domains as arcane spells. The cleric spells and domain spells are considered arcane spells for a spirit naga, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/5; save DC 13 + spell level): 0—*cure minor wounds, daze, detect magic, mage hand, open/close, ray of frost, read magic*; 1st—*charm person, cure light wounds, divine favor, magic missile, shield of faith*; 2nd—*cat's grace, invisibility, summon swarm*; 3rd—*displacement, fireball*.

WATER NAGA

Large Aberration (Aquatic)

Hit Dice:	7d8+28 (59 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 50 ft.
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+5/+12
Attack:	Bite +7 melee (2d6+4 plus poison)
Full Attack:	Bite +7 melee (2d6+4 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, spells
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +6, Ref +5, Will +8
Abilities:	Str 16, Dex 13, Con 18, Int 10, Wis 17, Cha 15
Skills:	Concentration +12, Listen +7, Spellcraft +8, Spot +7, Swim +11
Feats:	Alertness, Combat Casting, Eschew Materials ^B , Lightning Reflexes
Environment:	Temperate aquatic
Organization:	Solitary, pair, or nest (3–4)
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)

Level Adjustment: —

Water nagas speak Aquan and Common.

Combat

Water nagas prefer to stay mostly concealed in a body of water while they launch a spell attack.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Spells: Water nagas cast spells as 7th-level sorcerers but never use fire spells.

Typical Sorcerer Spells Known (6/7/7/4; save DC 12 + spell level): 0—acid splash, daze, detect magic, light, mage hand, open/close, read magic; 1st—expeditious retreat, magic missile, obscuring mist, shield, true strike; 2nd—invisibility, acid arrow, mirror image; 3rd—protection from energy, suggestion.

Skills: A water naga has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

NIGHT HAG

Medium Outsider (Evil, Extraplanar)

Hit Dice:	8d8+32 (68 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	22 (+1 Dex, +11 natural), touch 11, flat-footed 21
Base Attack/Grapple:	+8/+12
Attack:	Bite +12 melee (2d6+6 plus disease)
Full Attack:	Bite +12 melee (2d6+6 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, dream haunting
Special Qualities:	Damage reduction 10/cold iron and magic, immunity to fire, cold, charm, <i>sleep</i> , and fear, spell resistance 25
Saves:	Fort +12*, Ref +9*, Will +10*
Abilities:	Str 19, Dex 12, Con 18, Int 11, Wis 15, Cha 12
Skills:	Bluff +12, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +14, Listen +15, Ride +12, Sense Motive +13, Spellcraft +11, Spot +15
Feats:	Alertness, Combat Casting, Mounted Combat
Environment:	A evil-aligned plane
Organization:	Solitary, mounted (1, on nightmare), or covey (3, on nightmares)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	9–16 HD (Medium)
Level Adjustment:	—

A night hag is about the same height and weight as a female human.

Night hags speak Abyssal, Celestial, Common, and Infernal.

COMBAT

Night hags attack good creatures on sight if the odds of success seem favorable.

These creatures rip through armor and flesh with their deadly teeth. They love to use *sleep* and then strangle those who are overcome by it.

A night hag's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Disease (Ex): Demon fever—bite, Fortitude DC 18, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution based.

Spell-Like Abilities: At will—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *magic missile*, *polymorph* (self only), *ray of enfeeblement* (DC 12), *sleep* (DC 12). Caster level 8th. A night hag can use *ethereality* at will (caster level 16th) so long as it possesses its *heartstone* (see below). The save DCs are Charisma-based.

Dream Haunting (Su): Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a *heartstone* to become ethereal, then hovering over the creature. Once a hag invades someone's dreams, it rides on the victim's

back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

HEARTSTONE

All night hags carry a periapt known as a *heartstone*, which instantly cures any disease contracted by the holder. In addition, a *heartstone* provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block). A night hag that loses this charm can no longer use *etherealness* until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the *heartstone*'s powers, but the periapt shatters after ten uses (any disease cured or saving throw affected

counts as a use) and it does not bestow *etherealness* to a bearer that is not a night hag. If sold, an intact *heartstone* brings 1,800 gp.

NIGHTMARE

	Nightmare	Nightmare, Cauchemar
	Large Outsider (Evil, Extraplanar)	Huge Outsider (Evil, Extraplanar)
Hit Dice:	6d8+18 (45 hp)	15d8+105 (172 hp)
Initiative:	+6	+6
Speed:	40 ft. (8 squares), fly 90 ft. (good)	40 ft. (8 squares), fly 90 ft. (good)
Armor Class:	24 (-1 size, +2 Dex, +13 natural), touch 11, flat-footed 22	26 (-2 size, +2 Dex, +16 natural), touch 10, flat-footed 24
Base	+6/+14	+15/+33
Attack/Grapple :		
Attack:	Hoof +9 melee (1d8+4 plus 1d4 fire)	Hoof +23 melee (2d6+10 plus 1d4 fire)
Full Attack:	2 hooves +9 melee (1d8+4 plus 1d4 fire) and bite +4 melee (1d8+2)	2 hooves +23 melee (2d6+10 plus 1d4 fire) and bite +18 melee (2d6+5)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Flaming hooves, smoke	Flaming hooves, smoke
Special Qualities:	Astral projection, darkvision 60 ft., etherealness	Astral projection, darkvision 60 ft., etherealness
Saves:	Fort +8, Ref +7, Will +6	Fort +16, Ref +11, Will +10
Abilities:	Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12	Str 31, Dex 14, Con 24, Int 16, Wis 12, Cha 12
Skills:	Concentration +12, Diplomacy +3, Intimidate +10, Knowledge (the planes) +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks)	Bluff +19, Concentration +25, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +21, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +21, Move Silently +20, Search +21, Sense Motive +19, Spot +21, Survival +19 (+21 on other planes and following tracks)
Feats:	Alertness, Improved Initiative, Run	Alertness, Cleave, Improved Initiative, Power Attack, Run, Track
Environment:	A evil-aligned plane	A neutral evil plane
Organization:	Solitary Solitary	Solitary
Challenge Rating:	5	11
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	7–10 HD (Large); 11–18 HD (Huge)	—
Level Adjustment:	+4 (cohort)	+4 (cohort)

A nightmare is about the size of a light war horse.

COMBAT

A nightmare can fight while carrying a rider, but the rider cannot also fight unless he or she succeeds on a Ride check.

A nightmare's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Flaming Hooves (Su): A blow from a nightmare's hooves sets combustible materials alight.

Smoke (Su): During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 16 Fortitude save or take

a -2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The save DC is Constitution-based. Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

Astral Projection and Etherealness (Su): These abilities function just like the spells of the same names (caster level 20th); a nightmare can use either at will.

Carrying Capacity: A light load for a nightmare is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

CAUCHEMAR

The cauchemar is a horrible, especially malevolent version of a nightmare. The sight of one of these great horrors bearing down is enough to shake the heart of the boldest champion.

COMBAT

The save DC for the cauchemar's smoke attack (DC 24) is adjusted for its greater number of Hit Dice and higher Constitution score.

Carrying Capacity: A light load for a cauchemar is up to 612 pounds; a medium load, 613–1,224 pounds; and a heavy load, 1,225–1,840 pounds.

NIGHTSHADE

Nightshades are powerful undead composed of equal parts darkness and absolute evil.

Nightshades can read and understand all forms of communication; however, they communicate with others by telepathy.

COMBAT

Each of the three known varieties of nightshade is a terrible creature with unique powers and abilities. Their tactics vary according to their abilities, but they all make liberal use of *haste*.

Nightshade Abilities

All nightshades have the following special abilities.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell), nightshades take a -4 penalty on all attack rolls, saving throws, and skill checks.

Desecrating Aura (Su): All nightshades give off a 20-foot radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a *desecrate* spell, except that the nightshade's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the nightshade (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. (The nightshade Hit Dice, attack, and save entries given here include these profane bonuses.) Charisma checks made to turn undead within this area take a -6 penalty.

A nightshade's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the nightshade can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightshade enters a *consecrated* or *hallowed* area, but the nightshade's presence also suppresses the *consecrated* or *hallowed* effect for as long as it remains in the area.

NIGHTCRAWLER

Gargantuan Undead (Extraplanar)

Hit Dice:	25d12+50 (212 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), burrow 60 ft.
Armor Class:	35 (-4 size, +29 natural), touch 6, flat-footed 35
Base Attack/Grapple:	+12/+45
Attack:	Bite +29 melee (4d6+21)
Full Attack:	Bite +29 melee (4d6+21/19–20) and sting +24 melee (2d8+11/19–20 plus poison)
Space/Reach:	20 ft./15 ft.
Special Attacks:	Desecrating aura, energy drain, spell-like abilities, poison, summon undead, swallow whole
Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 25

	resistance 31, telepathy 100 ft, tremorsense 60 ft., undead traits
Saves:	Fort +12, Ref +10, Will +23
Abilities:	Str 48, Dex 10, Con —, Int 20, Wis 20, Cha 18
Skills:	Concentration +32, Diplomacy +6, Hide +16, Knowledge (arcana) +33, Listen +33, Move Silently +28, Search +33, Sense Motive +23, Spellcraft +35, Spot +33, Survival +5 (+7 following tracks)
Feats:	Blind-Fight, Combat Casting, Great Fortitude, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (<i>cone of cold</i>)
Environment:	Plane of Shadow
Organization:	Solitary or pair
Challenge Rating:	18
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	26–50 HD (Colossal)
Level Adjustment:	—

A nightcrawler is a massive behemoth similar to a purple worm, though utterly black in color.

A nightcrawler measures about 7 feet in diameter and is 100 feet long from its toothy maw to the tip of its stinging tail. It weighs about 55,000 pounds.

Combat

A nightcrawler attacks by burrowing through the ground and emerging to strike.

A nightcrawler's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Energy Drain (Su): Living creatures inside a nightcrawler's gizzard gain one negative level each round. The DC is 26 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

For each such negative level bestowed, the nightcrawler gains 5 temporary hit points.

Improved Grab (Ex): To use this ability, a nightcrawler must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

Poison (Ex): Injury, Fortitude DC 22, initial and secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will—*contagion* (DC 18), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *invisibility*, *see invisibility*, *unholy blight* (DC 18); 3/day—*cone of cold* (DC 19), *confusion* (DC 18), *hold monster* (DC 19); 1/day—*finger of death* (DC 21), *mass hold monster* (DC 23), *plane shift* (DC 21). Caster level 25th. The save DCs are Charisma-based.

Summon Undead (Su): A nightcrawler can summon undead creatures once per night: 9–16 shadows, 3–6 greater shadows, or 2–4 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Swallow Whole (Ex): A nightcrawler can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 12 points of acid damage per round from the nightcrawler's gizzard and is subject to the creature's energy drain. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the gizzard (AC 21). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A nightcrawler's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, 512 Tiny or smaller opponents.

NIGHTWALKER

Huge Undead (Extraplanar)

Hit Dice:	21d12+42 (178 hp)
Initiative:	+6
Speed:	40 ft (8 squares), fly 20 ft. (poor)
Armor Class:	32 (–2 size, +2 Dex, +22 natural), touch 10, flat-footed 30
Base Attack/Grapple:	+10/+34
Attack:	Slam +24 melee (2d6+16)
Full Attack:	2 slams +24 melee (2d6+16)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Crush item, desecrating aura, evil gaze, spell-like abilities,

	summon undead
Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 29, telepathy 100 ft., undead traits
Saves:	Fort +11, Ref +11, Will +19
Abilities:	Str 38, Dex 14, Con —, Int 20, Wis 20, Cha 18
Skills:	Concentration +28, Diplomacy +6, Hide +18*, Knowledge (arcana) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks)
Feats:	Cleave, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack, Quicken Spell-Like Ability (<i>unholy blight</i>)
Environment:	Plane of Shadow
Organization:	Solitary, pair, or gang (3–4)
Challenge Rating:	16
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	22–31 HD (Huge); 32–42 HD (Gargantuan)

Level Adjustment:

—

Nightwalkers are human-shaped horrors that haunt the darkness.

A nightwalker is about 20 feet tall and weighs about 12,000 pounds.

Combat

Nightwalkers lurk in dark areas where they can almost always surprise the unwary.

A nightwalker's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Crush Item (Su): A nightwalker can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. The nightwalker must make a successful disarm attempt to grab an item held by an opponent. The item is entitled to a DC 34 Fortitude save to resist destruction. The save DC is Strength-based.

Evil Gaze (Su): Fear, 30 feet. A creature that meets the nightwalker's gaze must succeed on a DC 24 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by the same nightshade's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*contagion* (DC 18), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *see invisibility*, and *unholy blight* (DC 18); 3/day—*confusion* (DC 18), *hold monster* (DC 19), *invisibility*; 1/day—*cone of cold* (DC 19), *finger of death* (DC 21), *plane shift* (DC 21). Caster level 21st. The save DCs are Charisma-based.

Summon Undead (Su): A nightwalker can summon undead creatures once per night: 7–12 shadows, 2–5 greater shadows, or 1–2 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: *When hiding in a dark area, a nightwalker gains a +8 racial bonus on Hide checks.

Tactics Round-by-Round

The nightwalker is an exceedingly intelligent foe that makes the best use of all its abilities. It favors using its spell-like abilities to divide and disable its enemies, then closing to melee with opponents it has isolated from their allies.

Prior to combat: The nightwalker keeps its *see invisibility* power active most of the time. It uses *haste* and *invisibility* to prepare for battle.

Round 1: Move to within 30 feet to make use of gaze attack and strike with *confusion* or *hold monster*, coupled with a quickened *unholy blight*.

Round 2: Hit a spellcaster with *finger of death* and another quickened *unholy blight*.

Round 3: Move up to engage the enemy and attempt to disarm an enemy fighter.

Round 4: Crush the disarmed weapon (or use gaze attack if disarm attempt failed).

Round 5: Full attack against the unarmed foe (or on a nearby spellcaster).

NIGHTWING

Huge Undead (Extraplanar)

Hit Dice:	17d12+34 (144 hp)
Initiative:	+8
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	30 (−2 size, +4 Dex, +18 natural) touch 12, flat-footed 26
Base Attack/Grapple:	+8/+28
Attack:	Bite +18 melee (2d6+17/19–20 plus magic drain)

Full Attack:	Bite +18 melee (2d6+17/19–20 plus magic drain)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Desecrating aura, magic drain, spell-like abilities, summon undead
Special Qualities:	Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., immunity to cold, spell resistance 27, telepathy 100 ft., undead traits
Saves:	Fort +9, Ref +11, Will +17
Abilities:	Str 31, Dex 18, Con —, Int 18, Wis 20, Cha 18
Skills:	Concentration +24, Diplomacy +6, Hide +16*, Listen +25, Move Silently +24, Search +24, Sense Motive +25, Spellcraft +24, Spot +25, Survival +5 (+7 following tracks)
Feats:	Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Initiative
Environment:	Plane of Shadow
Organization:	Solitary, pair, or flock (3–6)
Challenge Rating:	14
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	18–25 HD (Huge); 26–34 HD (Gargantuan)
Level Adjustment:	—

Nightwings are batlike flyers that hunt on the wing.

A nightwing has a wingspan of about 40 feet and weighs about 4,000 pounds.

Combat

Nightwings prowl the night sky and dive onto their victims. They are all but invisible, detectable only because of the stars they obscure in their passing.

A nightwing's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Magic Drain (Su): A nightwing can weaken magic armor, weapons, and shields by making a successful touch attack. The targeted item must succeed on a DC 22 Fortitude save or lose 1 point of its enhancement bonus. The save DC is Charisma-based. An item that loses its entire enhancement bonus becomes merely a masterwork item and loses any special abilities (such as flaming) as well. Casting *dispel evil* upon the item reverses the effect of the magic drain, provided this occurs within a number of days after the attack equal to the caster's level and the caster succeeds on a DC 29 caster level check.

Spell-Like Abilities: At will—*contagion* (DC 18), *deeper darkness*, *detect magic*, *haste*, *see invisibility*, *unholly blight* (DC 18); 3/day—*confusion* (DC 18), *greater dispel magic*, *hold monster* (DC 19), *invisibility*; 1/day—*cone of cold* (DC 19), *finger of death* (DC 21), *plane shift* (DC 21). Caster level 17th. The save DCs are Charisma-based.

Summon Undead (Su): A nightwing can summon undead creatures once per night: 5–12 shadows, 2–4 greater shadows, or 1 dread wraith. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills: *When hiding in a dark area or flying in a dark sky, a nightwing gains a +8 racial bonus on Hide checks.

NYMPH

Medium Fey

Hit Dice:	6d6+6 (27 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), swim 20 ft.
Armor Class:	17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Base Attack/Grapple:	+3/+3
Attack:	Dagger +6 melee (1d4/19–20)
Full Attack:	Dagger +6 melee (1d4/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blinding beauty, spells, spell-like abilities, stunning glance
Special Qualities:	Damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy
Saves:	Fort +7, Ref +12, Will +12
Abilities:	Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19
Skills:	Concentration +10, Diplomacy +6, Escape Artist +12,

	Handle Animal +13, Heal +12, Hide +12, Listen +12, Move Silently +12, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +3 (+5 with bindings)
Feats:	Combat Casting, Dodge, Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic good
Advancement:	7–12 HD (Medium)
Level Adjustment:	+7

A nymph is about the height and weight of a female elf.

Nymphs speak Sylvan and Common.

COMBAT

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action.

The save DC is Charisma-based.

Spell-Like Abilities: 1/day—*dimension door*. Caster level 7th.

Spells: A nymph casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0—*cure minor wounds, detect magic, flare, guidance, light, resistance*; 1st—*calm animal, cure light wounds, entangle, longstrider, speak with animals*; 2nd—*barkskin, heat metal, lesser restoration, tree shape*; 3rd—*call lightning, cure moderate wounds, protection from energy*; 4th—*rusting grasp*.

Stunning Glance (Su): As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Skills: A nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

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MONSTERS (O-R)

OGRE

Ogre	Ogre, 4th-Level Barbarian
Large Giant	Large Giant
Hit Dice: 4d8+11 (29 hp)	4d8+19 plus 4d12+16 (79 hp)
Initiative: -1	+0
Speed: 30 ft. in hide armor (6 squares); base speed 40 ft.	40 ft. in hide armor (8 squares); base speed 50 ft.
Armor Class: 16 (-1 size, -1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16	19 (-1 size, +5 natural, +4 +1 <i>hide armor, ring of protection</i> +1), touch 10, flat-footed 19
Base +3/+12	+7/+19
Attack/Grapple:	
Attack: Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)	+1 greatclub +16 melee (2d8+13) or javelin +6 ranged (1d8+8)
Full Attack: Greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)	+1 greatclub +16/+11 melee (2d8+13) or javelin +6 ranged (1d8+8)
Space/Reach: 10 ft./10 ft.	10 ft./10 ft.
Special Attacks: —	Rage 2/day
Special Qualities: Darkvision 60 ft., low-light vision	Darkvision 60 ft., low-light vision, trap sense +1, uncanny dodge
Saves: Fort +6, Ref +0, Will +1	Fort +12, Ref +2, Will +2
Abilities: Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7	Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4
Skills: Climb +5, Listen +2, Spot +2	Climb +13, Hide -6, Jump +17, Listen +6, Spot +2
Feats: Toughness, Weapon Focus (greatclub)	Power Attack, Toughness, Weapon Focus (greatclub)
Environment: Temperate hills (Merrow: Temperate aquatic)	Temperate hills
Organization: Solitary, pair, gang (3–4), or band (5–8)	Solitary, pair, gang (1 plus 1–3 ogres), or band (1 plus 4–7 ogres)
Challenge Rating: 3	7
Treasure: Standard	Standard (including +1 <i>hide armor</i> , +1 <i>greatclub</i> , and <i>ring of protection</i> +1)
Alignment: Usually chaotic evil	Usually chaotic evil
Advancement: By character class	By character class
Level Adjustment: +2	+2

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogres speak Giant, and those specimens who boast Intelligence scores of at least 10 also speak Common.

COMBAT

Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire ranged weapons first to soften up their foes before closing, but ogre gangs and bands fight as unorganized individuals.

OGRE BARBARIAN

Their inherent bent toward chaos combines with their size and strength to make ogres natural barbarians. Indeed, their leaders are almost always barbarians of low to middle level, monstrous brutes whose fury in battle is truly fearsome. A raging ogre barbarian is an inspiration to other ogres.

COMBAT

Marginally more intelligent than his brutish fellows, an ogre barbarian is slightly more likely to enter a fair fight, but in general prefers the brutish tactics common to all its kind.

Rage (Ex): Twice per day, an ogre barbarian can enter a state of fierce rage that last for 9 rounds. The following changes are in effect as long as he rages: AC 17 (touch 8, flat-footed 17); hp 95; Atk +18/+13 melee (2d6+16, +1 *greatclub*); SV Fort +14, Will +4; Str 30, Con 22; Climb +15, Jump +16. At the end of his rage, the ogre barbarian is fatigued for the duration of the encounter.

Trap Sense (Ex): An ogre barbarian has a +1 bonus on Reflex saves made to avoid traps. He also has a +1 bonus to his AC against attacks by traps.

Uncanny Dodge (Ex): An ogre barbarian retains his Dex bonus to AC regardless of being caught flat-footed or attacked by an invisible opponent. His Dex bonus to AC is +0, but this means that he is not subject to a rogue's sneak attack in these circumstances.

MERROW

These cousins of the ogre have the aquatic subtype.

They dwell in freshwater lakes and rivers. They have a base land speed of 30 feet and a swim speed of 40 feet and are found only in aquatic environments.

Instead of the typical ogre's greatclub, they prefer to use longspears in melee (attack +8 melee, damage 1d8+7).

OGRES AS CHARACTERS

Ogre characters possess the following racial traits.

— +10 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -4 Charisma.

— Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 feet/10 feet.

— An ogre's base land speed is 40 feet.

— Darkvision out to 60 feet.

— Racial Hit Dice: An ogre begins with four levels of giant, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.

— Racial Skills: An ogre's giant levels give it skill points equal to $7 \times (2 + \text{Int modifier, minimum 1})$. Its class skills are Climb, Listen, and Spot.

— Racial Feats: An ogre's giant levels give it two feats.

— Weapon and Armor Proficiency: An ogre is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.

— +5 natural armor bonus.

— Automatic Languages: Common, Giant. Bonus Languages: Dwarven, Orc, Goblin, Terran.

— Favored Class: Barbarian.

— Level adjustment +2.

OGRE MAGE

Large Giant

Hit Dice:	5d8+15 (37 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), fly 40 ft. (good)
Armor Class:	18 (-1 size, +5 natural, +4 chain shirt), touch 9, flat-footed 18
Base Attack/Grapple:	+3/+12
Attack:	Greatsword +7 melee (3d6+7/19–20) or longbow +2 ranged (2d6/x3)
Full Attack:	Greatsword +7 melee (3d6+7/19–20) or longbow +2 ranged (2d6/x3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 90 ft., low-light vision, regeneration 5, spell resistance 19
Saves:	Fort +7, Ref +1, Will +3
Abilities:	Str 21, Dex 10, Con 17, Int 14, Wis 14, Cha 17
Skills:	Concentration +11, Listen +10, Spellcraft +10, Spot +10
Feats:	Combat Expertise, Improved Initiative
Environment:	Cold hills
Organization:	Solitary, pair, or troupe (1–2 plus 2–4 ogres)
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+7

The ogre mage is a more intelligent and dangerous variety of its mundane cousin.

An ogre mage stands about 10 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue, and its hair is black or very dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor. Ogre mages speak Giant and Common.

Combat

Ogre mages rely on their spell-like abilities, resorting to physical combat only when necessary. When faced with obviously superior forces, they prefer to retreat using *gaseous form* rather than fight a losing battle.

Spell-Like Abilities: At will—*darkness, invisibility*; 1/day—*charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage.

An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

OGRE MAGES AS CHARACTERS

Ogre mage characters possess the following racial traits.

— +10 Strength, +6 Constitution, +4 Intelligence, +4 Wisdom, +6 Charisma.

— Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 feet/10 feet.

— An ogre mage's base land speed is 40 feet. It also has a fly speed of 40 feet (good).

— Darkvision: Ogre mages can see in the dark up to 60 feet.

— Racial Hit Dice: An ogre mage begins with five levels of giant, which provide 5d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +1, and Will +1.

— Racial Skills: An ogre mage's giant levels give it skill points equal to $8 \times (2 + \text{Int modifier} [\text{minimum } 1])$. Its class skills are Concentration, Listen, Spellcraft, and Spot.

— Racial Feats: An ogre mage's giant levels give it two feats.

— +5 natural armor bonus.

— Special Attacks (see above): Spell-like abilities.

— Special Qualities (see above): Regeneration 5, spell resistance 19.

— Automatic Languages: Common, Giant. Bonus Languages: Dwarven, Goblin, Infernal, Orc.

— Favored Class: Sorcerer.

— Level adjustment +7.

OOZE

Oozes are amorphous creatures that live only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of organic matter—living or dead.

COMBAT

Oozes attack any creatures they encounter. They lash out with pseudopods or simply engulf opponents with their bodies, which secrete acids that help them catch or digest their prey.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

BLACK PUDDING

	Black Pudding	Elder Black Pudding
	Huge Ooze	Gargantuan Ooze
Hit Dice:	10d10+60 (115 hp)	20d10+180 (290 hp)
Initiative:	-5	-5
Speed:	20 ft. (4 squares), climb 20 ft.	20 ft. (4 squares), climb 20 ft.
Armor Class:	3 (-2 size, -5 Dex), touch 3, flat-footed 3	1 (-4 size, -5 Dex), touch 1, flat-footed 1
Base	+7/+18	+15/+35
Attack/Grapple:		
Attack:	Slam +8 melee (2d6+4 plus 2d6 acid)	Slam +19 melee (3d6+12 plus 3d6 acid)
Full Attack:	Slam +8 melee (2d6+4 plus 2d6 acid)	Slam +19 melee (3d6+12 plus 3d6 acid)
Space/Reach:	15 ft./10 ft.	20 ft./20 ft.
Special Attacks:	Acid, constrict 2d6+4 plus 2d6 acid,	Acid, constrict 2d8+12 plus 2d6 acid, improved

	improved grab	grab
Special Qualities:	Blindsight 60 ft., split, ooze traits	Blindsight 60 ft., split, ooze traits
Saves:	Fort +9, Ref -2, Will -2	Fort +15, Ref +1, Will +1
Abilities:	Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1	Str 26, Dex 1, Con 28, Int —, Wis 1, Cha 1
Skills:	Climb +11	Climb +16
Feats:	—	—
Environment:	Underground	Underground
Organization:	Solitary	Solitary
Challenge Rating:	7	12
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	11–15 HD (Huge); 16–30 HD (Gargantuan)	—
Level Adjustment:	—	—

The typical black pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.

Combat

A black pudding attacks by grabbing and squeezing their prey.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ELDER BLACK PUDDING

The most ancient black puddings are vast pools of inky death.

COMBAT

The save DC for the elder black pudding's acid attack (DC 29) is adjusted for its additional Hit Dice and higher Constitution score.

GELATINOUS CUBE

Huge Ooze

Hit Dice:	4d10+32 (54 hp)
Initiative:	-5
Speed:	15 ft. (3 squares)
Armor Class:	3 (-2 size, -5 Dex), touch 3, flat-footed 3
Base Attack/Grapple:	+3/+11
Attack:	Slam +1 melee (1d6 plus 1d6 acid)
Full Attack:	Slam +1 melee (1d6 plus 1d6 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Acid, engulf, paralysis
Special Qualities:	Blindsight 60 ft., immunity to electricity, ooze traits, transparent
Saves:	Fort +9, Ref -4, Will -4
Abilities:	Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1
Skills:	—

Feats:	—
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)
Alignment:	Always neutral
Advancement:	5–12 HD (Huge); 13–24 HD (Gargantuan)

Level Adjustment: —

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body.

A typical gelatinous cube is 15 feet on a side and weighs about 50,000 pounds, though much larger specimens are not unknown.

Combat

A gelatinous cube attacks by slamming its body into its prey. It is capable of lashing out with a pseudopod, but usually engulfs foes.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

GRAY OOZE

Medium Ooze

Hit Dice:	3d10+15 (31 hp)
Initiative:	—5
Speed:	10 ft. (2 squares)
Armor Class:	5 (–5 Dex), touch 5, flat-footed 5
Base Attack/Grapple:	+2/+3
Attack:	Slam +3 melee (1d6+1 plus 1d6 acid)
Full Attack:	Slam +3 melee (1d6+1 plus 1d6 acid)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid, constrict 1d6+1 plus 1d6 acid, improved grab
Special Qualities:	Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent
Saves:	Fort +6, Ref –4, Will –4
Abilities:	Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Cold marshes
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Medium); 7–9 HD (Large)

Level Adjustment: —

A gray ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. A typical specimen weighs about 700 pounds.

Combat

A gray ooze strikes like a snake, slamming opponents with its body.

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

OCHRE JELLY

Large Ooze

Hit Dice:	6d10+36 (69 hp)
Initiative:	-5
Speed:	10 ft. (2 squares), climb 10 ft.
Armor Class:	4 (-1 size, -5 Dex), touch 4, flat-footed 4
Base Attack/Grapple:	+4/+10
Attack:	Slam +5 melee (2d4+3 plus 1d4 acid)
Full Attack:	Slam +5 melee (2d4+3 plus 1d4 acid)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Acid, constrict 2d4+3 plus 1d4 acid, improved grab
Special Qualities:	Blindsight 60 ft., split, ooze traits
Saves:	Fort +8, Ref -3, Will -3
Abilities:	Str 15, Dex 1, Con 22, Int —, Wis 1, Cha 1
Skills:	Climb +10
Feats:	—
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	—

An ochre jelly can grow to a diameter of about 15 feet and a thickness of about 6 inches, but can compress its body to fit into cracks as small as 1 inch wide. A typical specimen weighs about 5,600 pounds.

Combat

An ochre jelly attempts to envelop and squeeze its prey.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an ochre jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: An ochre jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

ORC

Orc, 1st-Level Warrior

Medium Humanoid (Orc)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	13 (+3 studded leather armor), touch 10, flat-footed 13
Base Attack/Grapple:	+1/+4
Attack:	Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3)
Full Attack:	Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., light sensitivity
Saves:	Fort +3, Ref +0, Will –2
Abilities:	Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
Skills:	Listen +1, Spot +1
Feats:	Alertness
Environment:	Temperate hills
Organization:	Gang (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Often chaotic evil
Advancement:	By character class
Level Adjustment:	+0

An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds.

Females are slightly smaller.

The language an orc speaks varies slightly from tribe to tribe, but any orc is understandable by someone else who speaks Orc. Some orcs know Goblin or Giant as well.

Most orcs encountered away from their homes are warriors; the information in the statistics block is for one of 1st level.

COMBAT

Orcs are proficient with all simple weapons, preferring those that cause the most damage in the least time. Many orcs who take up the warrior or fighter class also gain proficiency with the falchion or the greataxe as a martial weapon. They enjoy attacking from concealment and setting ambushes, and they obey the rules of war (such as honoring a truce) only as long as it is convenient for them.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

ORCS AS CHARACTERS

Orc Traits (Ex): Orcs possess the following racial traits.

— +4 Strength, –2 Intelligence, –2 Wisdom, –2 Charisma.

— An orc's base land speed is 30 feet.

— Darkvision out to 60 feet.

— Light Sensitivity: Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

— Automatic Languages: Common, Orc. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon.

— Favored Class: Barbarian.

The orc warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

HALF-ORCS

These orc-human crossbreeds can be found in either orc or human society (where their status varies according to local sentiments), or in communities of their own. Half-orcs usually inherit a good blend of the physical characteristics of their parents. They are as tall as humans and a little heavier, thanks to their muscle. They have greenish pigmentation, sloping foreheads, jutting jaws, prominent teeth, and coarse body hair. Half-orcs who have lived among or near orcs have scars, in keeping with orcish tradition.

Half-Orc Traits (Ex): Half-orcs possess the following racial traits.

- +2 Strength, -2 Intelligence, -2 Charisma.
- Medium size.
- A half-orc's base land speed is 30 feet.
- Darkvision: Half-orcs can see in the dark up to 60 feet.
- Orc Blood: For all effects related to race, a half-orc is considered an orc.
- Automatic Languages: Common, Orc. Bonus Languages: Draconic, Giant, Gnoll, Goblin, Abyssal.
- Favored Class: Barbarian.

OTYUGH

Large Aberration

Hit Dice:	6d8+9 (36 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	17 (-1 size, +8 natural), touch 9, flat-footed 17
Base Attack/Grapple:	+4/+8
Attack:	Tentacle +4 melee (1d6)
Full Attack:	2 tentacles +4 melee (1d6) and bite -2 melee (1d4)
Space/Reach:	10 ft./10 ft. (15 ft. with tentacle)
Special Attacks:	Constrict 1d6, disease, improved grab
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +3, Ref +2, Will +6
Abilities:	Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6
Skills:	Hide -1*, Listen +6, Spot +6
Feats:	Alertness, Toughness, Weapon Focus (tentacle)
Environment:	Underground
Organization:	Solitary, pair, or cluster (3–4)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	7–8 HD (Large); 9–18 HD (Huge)

Level Adjustment: —

A typical otyugh has a body 8 feet in diameter and weighs about 500 pounds.

Otyughs speak Common.

COMBAT

An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden. Otyughs slash and squeeze opponents with their tentacles, which they also use to drag prey into their mouths.

Constrict (Ex): An otyugh deals automatic tentacle damage with a successful grapple check.

Disease (Ex): Filth fever—bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

OWL, GIANT

Large Magical Beast

Hit Dice:	4d10+4 (26 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 70 ft. (average)
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Claw +7 melee (1d6+4)
Full Attack:	2 claws +7 melee (1d6+4) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—

Special Qualities:	Superior lowlight vision
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10
Skills:	Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10
Feats:	Alertness, Wingover
Environment:	Temperate forests
Organization:	Solitary, pair, or company (3–5)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral good
Advancement:	5–8 HD (Large); 9–12 HD (Huge)

Level Adjustment: +2 (cohort)

Giant owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size.

Giant owls speak Common and Sylvan.

COMBAT

A giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead.

Superior Low-Light Vision (Ex): A giant owl can see five times as far as a human can in dim light.

Skills: Giant owls have a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks.

*When in flight, giant owls gain a +8 bonus on Move Silently checks.

TRAINING A GIANT OWL

Although intelligent, a giant owl requires training before it can bear a rider in combat. To be trained, a giant owl must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly giant owl requires six weeks of work and a DC 25 Handle Animal check. Riding a giant owl requires an exotic saddle. A giant owl can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Giant owl eggs are worth 2,500 gp apiece on the open market, while chicks are worth 4,000 gp each. Professional trainers charge 1,000 gp to rear or train a giant owl.

Carrying Capacity: A light load for a giant owl is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

OWLBEAR

Large Magical Beast

Hit Dice:	5d10+25 (52 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+5/+14
Attack:	Claw +9 melee (1d6+5)
Full Attack:	2 claws +9 melee (1d6+5) and bite +4 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Scent
Saves:	Fort +9, Ref +5, Will +2
Abilities:	Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10
Skills:	Listen +8, Spot +8
Feats:	Alertness, Track
Environment:	Temperate forests
Organization:	Solitary, pair, or pack (3–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory color. A full-grown male can

stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.

COMBAT

Owlbears attack prey—any creature bigger than a mouse—on sight, always fighting to the death. They slash with claws and beak, trying to grab their prey and rip it apart.

Improved Grab (Ex): To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

PEGASUS

Large Magical Beast

Hit Dice:	4d10+12 (34 hp)
Initiative:	+2
Speed:	60 ft. (12 squares), fly 120 ft. (average)
Armor Class:	14 (−1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+12
Attack:	Hoof +7 melee (1d6+4)
Full Attack:	2 hooves +7 melee (1d6+4) and bite +2 melee (1d3+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, scent, spell-like abilities
Saves:	Fort +7, Ref +6, Will +4
Abilities:	Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13
Skills:	Diplomacy +3, Listen +8, Sense Motive +9, Spot +8
Feats:	Flyby Attack, Iron Will
Environment:	Temperate forests
Organization:	Solitary, pair, or herd (6–10)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually chaotic good
Advancement:	5–8 HD (Large)
Level Adjustment:	+2 (cohort)

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed.

A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Pegasi cannot speak, but they understand Common.

COMBAT

Spell-Like Abilities: At will—*detect good* and *detect evil* within a 60-foot radius. Caster level 5th.

Skills: Pegasi have a +4 racial bonus on Listen and Spot checks.

TRAINING A PEGASUS

Although intelligent, a pegasus requires training before it can bear a rider in combat. To be trained, a pegasus must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly pegasus requires six weeks of work and a DC 25 Handle Animal check. Riding a pegasus requires an exotic saddle. A pegasus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Pegasus eggs are worth 2,000 gp each on the open market, while young are worth 3,000 gp per head. Pegasi mature at the same rate as horses. Professional trainers charge 1,000 gp to rear or train a pegasus, which serves a good or neutral master with absolute faithfulness for life.

Carrying Capacity: A light load for a pegasus is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

PHANTOM FUNGUS

Medium Plant

Hit Dice:	2d8+6 (15 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)

Armor Class:	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+1/+3
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, plant traits, greater invisibility
Saves:	Fort +6, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9
Skills:	Listen +4, Move Silently +6, Spot +4
Feats:	Alertness
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3–4 HD (Medium); 5–6 HD (Large)

Level Adjustment: —

This creature looks like a brown and greenish-brown mass with a cluster of nodules atop the main mass, though it is visible only when dead. A cluster of nodules atop the main mass serve as sensory organs. The creature feeds and attacks with a gaping maw lined with rows of teeth. Four stumpy legs support the creature and allow it to move about. This ambulatory fungus is naturally invisible, making it a feared predator among subterranean inhabitants.

COMBAT

A phantom fungus usually roams quietly, hunting for prey. It attacks lone individuals almost anywhere, but when tackling groups it prefers an open space where it has a better chance.

Greater Invisibility (Su): This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and lasts as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible 1 minute after it is killed.

Skills: A phantom fungus has a +5 racial bonus on Move Silently checks.

PHASE SPIDER

Large Magical Beast

Hit Dice:	5d10+15 (42 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+5/+12
Attack:	Bite +7 melee (1d6+4 plus poison)
Full Attack:	Bite +7 melee (1d6+4 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., ethereal jaunt, low-light vision
Saves:	Fort +7, Ref +7, Will +2
Abilities:	Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10
Skills:	Climb +11, Move Silently +11, Spot +4
Feats:	Ability Focus (poison), Improved Initiative
Environment:	Warm hills
Organization:	Solitary or cluster (2–5)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Large); 9–15 HD (Huge)

Level Adjustment: —

Phase spiders are aggressive predators that can move quickly from the Ethereal Plane to attack opponents on the Material Plane.

A typical phase spider's body is 8 feet long. It weighs about 700 pounds.

Phase spiders cannot speak.

COMBAT

Phase spiders dwell and hunt on the Material Plane. Once a spider locates prey, however, it shifts to the Ethereal Plane to attack, attempting to catch its victim flat-footed. The spider shifts in, bites its victim, and retreats quickly back to the Ethereal Plane.

Ethereal Jaunt (Su): A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15th).

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

Skills: A phase spider has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

PHASM

Medium Aberration (Shapechanger)

Hit Dice:	15d8+30 (97 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+11/+12
Attack:	Slam +12 melee (1d3+1)
Full Attack:	Slam +12 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Alternate form, amorphous, resilient, scent, telepathy 100 ft., tremorsense 60 ft.
Saves:	Fort +11, Ref +11, Will +11
Abilities:	Str 12, Dex 15, Con 15, Int 16, Wis 15, Cha 14
Skills:	Bluff +20, Climb +7, Craft (any one) +12, Diplomacy +12, Disguise +20 (+22 acting)*, Intimidate +4, Knowledge (any one) +18, Listen +12, Spot +12, Survival +8
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility
Environment:	Underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	15–21 HD (Huge); 22–45 HD (Gargantuan)
Level Adjustment:	—

A phasm is an amorphous creature that can assume the guise of almost any other creature or object. A phasm in its natural form is about 5 feet in diameter and 2 feet high at the center. Swirls of color indicate sensory organs. In this form, a phasm slithers about like an ooze and can attack with a pseudopod. It weighs about 400 pounds.

Phasms can speak Common but prefer telepathic communication.

COMBAT

When faced with potential danger, a phasm is equally likely to retreat, parley, or attack, as its fancy strikes.

If pursued or harassed, a phasm transforms into the most fearsome creature it knows and attacks. When seriously hurt, it changes to some fast or agile form and tries to escape.

Amorphous (Ex): A phasm in its natural form has immunity to poison, sleep, paralysis, polymorph, and stunning effects. It is not subject to critical hits and, having no clear front or back, cannot be flanked.

Resilient (Ex): A phasm has a +4 racial bonus on Fortitude and Reflex saves (included in the statistics block).

Alternate Form (Su): A phasm can assume any form of Large size or smaller as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 15th), except that the phasm does not regain hit points for changing form. A phasm can remain in its alternate form until it chooses to assume a new one or return to its natural form.

Tremorsense (Ex): A phasm can automatically sense the location of anything within 60 feet that is in contact with the ground, so long as it is touching the ground itself.

Skills: *When using shapechange, a phasm gains a +10 circumstance bonus on Disguise checks.

PLANETOUCHEDE

Planetouched is a general word to describe someone who can trace his or her bloodline back to an outsider, usually a fiend or celestial.

The effects of having a supernatural being in one's heritage last for many generations. Although not as dramatically altered as a half-celestial or a half-fiend, planetouched still retain some special qualities.

The two planetouched varieties described here are the most common. Aasimars are humans with some trace of celestial blood in their veins, and tieflings have some fiendishness in their family tree.

AASIMAR

Aasimar, 1st-Level Warrior

Medium Outsider (Native)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+4
Speed:	20 ft. in scale mail (4 squares); base speed 30 ft.
Armor Class:	16 (+4 scale mail, +2 heavy shield), touch 10, flat-footed 16
Base Attack/Grapple:	+1/+2
Attack:	Longsword +2 melee (1d8+1/19–20) or light crossbow +1 ranged (1d8/19–20)
Full Attack:	Longsword +2 melee (1d8+1/19–20) or light crossbow +1 ranged (1d8/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	<i>Daylight</i>
Special Qualities:	Darkvision 60 ft., resistance to acid 5, cold 5, and electricity 5
Saves:	Fort +3, Ref +0, Will +0
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 10
Skills:	Heal +4, Knowledge (religion) +1, Listen +3, Ride +1, Spot +3
Feats:	Improved Initiative
Environment:	Temperate plains
Organization:	Solitary, pair, or team (3–4)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually good (any)
Advancement:	By character class
Level Adjustment:	+1

Aasimars are usually tall, good-looking, and generally pleasant. Some have a minor physical trait suggesting their heritage, such as silver hair, golden eyes, or an unnaturally intense stare.

Most aasimars are decidedly good-aligned. They fight against evil causes and attempt to sway others to do the right thing.

Occasionally they take on the vengeful, judgmental aspect of their celestial ancestor, but this is rare. Combat

Aasimars usually like a fair, straightforward contest. Against a particularly evil foe, however, they fight with utter conviction and to the death.

Daylight (Sp): An aasimar can use *daylight* once per day as a 1st-level caster or a caster of his class levels, whichever is higher.

Skills: An aasimar has a +2 racial bonus on Spot and Listen checks.

The aasimar warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Aasimar as Characters

Aasimar characters possess the following racial traits.

— +2 Wisdom, +2 Charisma.

— Medium size.

— An aasimar's base land speed is 30 feet.

— Darkvision: Aasimars can see in the dark up to 60 feet.

— Racial Skills: Aasimars have a +2 racial bonus on Spot and Listen checks.

— Racial Feats: An aasimar gains feats according to its class levels.

— Special Attacks (see above): *Daylight*.

— Special Qualities (see above): Resistance to acid 5, cold 5, and electricity 5.

- Automatic Languages: Common, Celestial. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan.
- Favored Class: Paladin.
- Level adjustment +1.

TIEFLING

Tiefling, 1st-Level Warrior
Medium Outsider (Native)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
Base Attack/Grapple: +1/+2
Attack: Rapier +3 melee (1d6+1/18–20) or light crossbow +2 ranged (1d8/19–20)
Full Attack: Rapier +3 melee (1d6+1/18–20) or light crossbow +2 ranged (1d8/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: <i>Darkness</i>
Special Qualities: Darkvision 60 ft., resistance to cold 5, electricity 5, and fire 5
Saves: Fort +3, Ref +1, Will –1
Abilities: Str 13, Dex 13, Con 12, Int 12, Wis 9, Cha 6
Skills: Bluff +4, Hide +5, Move Silently +1, Sleight of Hand +1
Feats: Weapon Focus (rapier)
Environment: Temperate plains
Organization: Solitary, pair, or gang (3–4)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Usually evil (any)
Advancement: By character class

Level Adjustment: +1

Many tieflings are indistinguishable from humans. Others have small horns, pointed teeth, red eyes, a whiff of brimstone about them, or even cloven feet. No two tieflings are the same.

Combat

Tieflings are sneaky, subtle, and generally conniving. They prefer to strike from ambush and usually avoid a fair fight if they can.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equal to class levels).

Skills: A tiefling has a +2 racial bonus on Bluff and Hide checks.

The tiefling warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Tieflings as Characters

Tiefling characters possess the following racial traits.

— +2 Dexterity, +2 Intelligence, –2 Charisma.

—Medium size.

—A tiefling's base land speed is 30 feet.

—Darkvision out to 60 feet.

—Racial Skills: Tieflings have a +2 racial bonus on Bluff and Hide checks.

—Racial Feats: A tiefling gains feats according to its class levels.

—Special Attacks (see above): *Darkness*.

—Special Qualities (see above): Resistance to cold 5, electricity 5, and fire 5.

—Automatic Languages: Common, Infernal. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc.

—Favored Class: Rogue.

—Level adjustment +1.

PSEUDODRAGON

Tiny Dragon

Hit Dice: 2d12+2 (15 hp)

Initiative:	+2
Speed:	15 ft. (3 squares), fly 60 ft. (good)
Armor Class:	18 (+2 size, +2 Dex, +4 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+2/-8
Attack:	Sting +4 melee (1d3-2 plus poison)
Full Attack:	Sting +4 melee (1d3-2 plus poison) and bite -1 melee (1)
Space/Reach:	2-1/2 ft./0 ft. (5 ft. with tail)
Special Attacks:	Poison
Special Qualities:	Blindsight 60 ft., darkvision 60 ft., immunity to <i>sleep</i> and paralysis, low-light vision, spell resistance 19, telepathy 60 ft.
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10
Skills:	Diplomacy +2, Hide +20*, Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +1 (+3 following tracks)
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, pair, or clutch (3-5)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral good
Advancement:	3-4 HD (Tiny)
Level Adjustment:	+3

A pseudodragon has a body about 1 foot long, with a 2-foot tail. It weights about 7 pounds. A pseudodragon can communicate telepathically and can also vocalize animal noises.

COMBAT

A pseudodragon can deliver a vicious bite, but its principal weapon is its sting-equipped tail.

Poison (Ex): Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsight (Ex): A pseudodragon can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

Telepathy (Su): Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Skills: Pseudodragons have a chameleonlike ability that grants them a +4 racial bonus on Hide checks. *In forests or overgrown areas, this bonus improves to +8.

PURPLE WORM

Gargantuan Magical Beast

Hit Dice:	16d10+112 (200 hp)
Initiative:	-2
Speed:	20 ft. (4 squares), burrow 20 ft., swim 10 ft.
Armor Class:	19 (-4 size, -2 Dex, +15 natural), touch 4, flat-footed 19
Base Attack/Grapple:	+16/+40
Attack:	Bite +25 melee (2d8+12)
Full Attack:	Bite +25 melee (2d8+12) and sting +20 melee (2d6+6 plus poison)
Space/Reach:	20 ft./15ft.
Special Attacks:	Improved grab, swallow whole, poison
Special Qualities:	Tremorsense 60 ft.
Saves:	Fort +17, Ref +8, Will +4
Abilities:	Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8
Skills:	Listen +18, Swim +20
Feats:	Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)

Environment:	Underground
Organization:	Solitary
Challenge Rating:	12
Treasure:	No coins, 50% goods (stone only), no items
Alignment:	Always neutral
Advancement:	16–32 HD (Gargantuan); 33–48 HD (Colossal)

Level Adjustment: –

The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous stinger in its tail.

COMBAT

In battle, a purple worm forms into a coil 20 feet in diameter, biting and stinging anything within reach.

Improved Grab (Ex): To use this ability, a purple worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poison (Ex): Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Skills: A purple worm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

RAKSHASA

Medium Outsider (Native)

Hit Dice:	7d8+21 (52 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	21 (+2 Dex, +9 natural), touch 12, flat-footed 19
Base Attack/Grapple:	+7/+8
Attack:	Claw +8 melee (1d4+1)
Full Attack:	2 claws +8 melee (1d4+1) and bite +3 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Detect thoughts, spells
Special Qualities:	Change shape, damage reduction 15/good and piercing, darkvision 60 ft., spell resistance 27
Saves:	Fort +8, Ref +7, Will +6
Abilities:	Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17
Skills:	Bluff +17*, Concentration +13, Diplomacy +7, Disguise +17 (+19 acting)*, Intimidate +5, Listen +13, Move Silently +13, Perform (oratory) +13, Sense Motive +11, Spellcraft +11, Spot +11
Feats:	Alertness, Combat Casting, Dodge
Environment:	Warm marshes
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard coins; double goods; standard items
Alignment:	Always lawful evil
Advancement:	By character class

Level Adjustment: +7

A closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human.

A rakshasa is about the same height and weight as a human.

Rakshasas speak Common, Infernal, and Undercommon.

COMBAT

In close combat, which a rakshasa disdains as ignoble, it employs its sharp claws and powerful bite. Whenever possible, it uses its other abilities to make such encounters unnecessary.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spells: A rakshasa casts spells as a 7th-level sorcerer.

Typical Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level): 0—*detect magic, light, mage hand, message, read magic, resistance, touch of fatigue*; 1st—*charm person, mage armor, magic missile, shield, silent image*; 2nd—*bear's endurance, invisibility, acid arrow*; 3rd—*haste, suggestion*.

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks. *When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

RAKSHASAS AS CHARACTERS

Rakshasa characters possess the following racial traits.

— +2 Strength, +4 Dexterity, +6 Constitution, +2 Intelligence, +2 Wisdom, +6 Charisma.

—Medium size.

—A rakshasa's base land speed is 40 feet.

—Darkvision out to 60 feet.

—Racial Hit Dice: A rakshasa begins with seven levels of outsider, which provide 7d8 Hit Dice, a base attack bonus of +7, and base saving throw bonuses of Fort +5, Ref +5, and Will +5.

—Racial Skills: A rakshasa's outsider levels give it skill points equal to $10 \times (8 + \text{Int modifier})$. Its class skills are Bluff, Disguise, Listen, Move Silently, Perform, Sense Motive, and Spot. A rakshasa has a +4 racial bonus on Bluff and Disguise checks, and it can gain further bonuses by using change shape (+10 on Disguise checks) and detect thoughts (+4 on Bluff and Disguise checks).

—Racial Feats: A rakshasa's outsider levels give it three feats.

—+9 natural armor bonus.

—Natural Weapons: Bite (1d6) and 2 claws (1d4).

—Detect Thoughts (Su): The save DC is 13 + the character's Cha modifier.

—Spells: A rakshasa character casts spells as a 7th-level sorcerer. If the character takes additional levels of sorcerer, these levels stack with the rakshasa's base spellcasting ability for spells known, spells per day, and other effects dependent on caster level. A rakshasa character likewise uses the sum of its racial spellcasting levels and class levels to determine the abilities of its familiar.

—Special Qualities (see above): Change shape, damage reduction 15/good and piercing, spell resistance equal to 27 + class levels.

—Automatic Languages: Common, Infernal. Bonus Languages: Sylvan, Undercommon.

—Favored Class: Sorcerer.

—Level adjustment +7.

RAST

Medium Outsider (Extraplanar, Fire)

Hit Dice:	4d8+7 (25 hp)
Initiative:	+5
Speed:	5 ft. (1 square), fly 60 ft. (good)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4/+6
Attack:	Claw +6 melee (1d4+2) or bite +6 melee (1d8+3)
Full Attack:	4 claws +6 melee (1d4+2) or bite +6 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Paralyzing gaze, improved grab, blood drain
Special Qualities:	Darkvision 60 ft., flight, immunity to fire, vulnerability to cold
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 12

Skills:	Hide +8, Listen +8, Move Silently +8, Spot +8
Feats:	Improved Initiative, Toughness
Environment:	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (3–6)
Challenge Rating:	5
Treasure:	None
Alignment:	Usually neutral
Advancement:	5–6 HD (Medium); 7–12 HD (Large)

Level Adjustment: —

A rast has anywhere from ten to fifteen claws, though it can only use four at once.

A rast has a body about the size of a large dog's, with a head almost as large as the body. It weighs about 200 pounds.

COMBAT

Rasts paralyze as many of their foes as possible, then attack any that are still moving. A rast can claw or bite, but cannot do both during the same round.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

RAVID

Medium Outsider (Extraplanar)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 60 ft. (perfect)
Armor Class:	25 (+15 natural), touch 10, flat-footed 25
Base Attack/Grapple:	+3/+4
Attack:	Tail slap +4 melee (1d6+1 plus positive energy) or tail touch +4 melee touch (positive energy)
Full Attack:	Tail slap +4 melee (1d6+1 plus positive energy) and claw +2 melee (1d4 plus positive energy); or tail touch +4 melee touch (positive energy) and claw touch +2 melee touch (positive energy)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Positive energy lash, animate objects
Special Qualities:	Darkvision 60 ft., flight, immunity to fire
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 13, Dex 10, Con 13, Int 7, Wis 12, Cha 14
Skills:	Escape Artist +6, Hide +6, Listen +7, Move Silently +6, Spot +7, Survival +7, Use Rope +0 (+2 with bindings)
Feats:	Improved Initiative, Multiattack
Environment:	Positive Energy Plane
Organization:	Solitary (1 plus at least 1 animated object)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	4 HD (Medium); 5–9 HD (Large)
Level Adjustment:	—

Ravids are creatures from the Positive Energy Plane. These bizarre entities imbue creatures with energy by their touch and animate lifeless objects around them. Ravids that make their way to the Material Plane wander about aimlessly, followed by

the objects to which they have given life.

A ravid is about 7 feet long and weighs about 75 pounds.

COMBAT

Ravids fight only in self-defense. A ravid itself is not very powerful but is always accompanied by at least one animated object that defends it.

Positive Energy Lash (Su): A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 2d10 points of damage.

Animate Objects (Su): Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects* (caster level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su): A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Feats: A ravid has the Multiattack feat even though it does not have the requisite three natural weapons.

REMORHAZ

Huge Magical Beast

Hit Dice:	7d10+35 (73 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+7/+23
Attack:	Bite +13 melee (2d8+12)
Full Attack:	Bite +13 melee (2d8+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab, swallow whole
Special Qualities:	Darkvision 60 ft., heat, low-light vision, tremorsense 60 ft.
Saves:	Fort +10, Ref +6, Will +3
Abilities:	Str 26, Dex 13, Con 21, Int 5, Wis 12, Cha 10
Skills:	Listen +8, Spot +8
Feats:	Awesome Blow, Improved Bull Rush, Power Attack
Environment:	Cold desert
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually neutral
Advancement:	8–14 HD (Huge); 15–21 HD (Gargantuan)
Level Adjustment:	—

A remorhaz is whitish-blue in color but pulses with a reddish glow from the heat its body produces. The creature is a little more than 20 feet long, with a body about 5 feet wide. It weighs about 10,000 pounds.

Remorhazes cannot speak.

COMBAT

Remorhazes hide under the snow and ice until they hear movement above them, then attack from below and surprise prey.

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge remorhaz's interior can hold 2 Large, 4 Medium, 8 Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 18 Fortitude save to avoid destruction. The save DC is Constitution-based. Skills: Remorhazes

have a +4 racial bonus on Listen checks.

ROC

Gargantuan Animal

Hit Dice:	18d8+126 (207 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 80 ft. (average)
Armor Class:	17 (-4 size, +2 Dex, +9 natural), touch 8, flatfooted 15
Base Attack/Grapple:	+13/+37
Attack:	Talon +21 melee (2d6+12)
Full Attack:	2 talons +21 melee (2d6+12) and bite +19 melee (2d8+6)
Space/Reach:	20 ft./15 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +18, Ref +13, Will +9
Abilities:	Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11
Skills:	Hide -3, Listen +10, Spot +14
Feats:	Alertness, Flyby Attack, Iron Will, Multiattack, Power Attack, Snatch, Wingover
Environment:	Warm mountains
Organization:	Solitary or pair
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	19–32 HD (Gargantuan); 33–54 (Colossal)
Level Adjustment:	—

A roc's plumage is either dark brown or golden from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A roc weighs about 8,000 pounds.

COMBAT

A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A solitary roc is typically hunting and will attack any Medium or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.

Skills: Rocs have a +4 racial bonus on Spot checks.

ROPER

Large Magical Beast

Hit Dice:	10d10+30 (85 hp)
Initiative:	+5
Speed:	10 ft. (2 squares)
Armor Class:	24 (-1 size, +1 Dex, +14 natural), touch 10, flat-footed 23
Base Attack/Grapple:	+10/+18
Attack:	Strand +11 ranged touch (drag) or bite +13 melee (2d6+6)
Full Attack:	6 strands +11 ranged touch (drag) and bite +13 melee (2d6+6)
Space/Reach:	10 ft./10 ft. (50 ft. with strand)
Special Attacks:	Drag, strands, weakness
Special Qualities:	Darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, spell resistance 30, vulnerability to fire
Saves:	Fort +10, Ref +8, Will +8
Abilities:	Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12
Skills:	Climb +12, Hide +10*, Listen +13, Spot +13
Feats:	Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)
Environment:	Underground
Organization:	Solitary, pair, or cluster (3–6)

Challenge Rating:	12
Treasure:	No coins; 50% goods (stone only); no items
Alignment:	Usually chaotic evil
Advancement:	11–15 HD (Large); 16–30 HD (Huge)

Level Adjustment: —

A roper stands some 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. It weighs 2,200 pounds. A roper's coloration and temperature change to match the features of the surrounding cave.

Ropers speak Terran and Undercommon.

COMBAT

A roper hunts by standing very still and imitating a bit of rock. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with its strands. In melee, it bites adjacent opponents with its powerful maw.

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Strands (Ex): Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save DC is Constitution-based.

Skills: *Ropers have a +8 racial bonus on Hide checks in stony or icy areas.

RUST MONSTER

Medium Aberration

Hit Dice:	5d8+5 (27 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+3/+3
Attack:	Antennae touch +3 melee (rust)
Full Attack:	Antennae touch +3 melee (rust) and bite –2 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rust
Special Qualities:	Darkvision, scent
Saves:	Fort +2, Ref +4, Will +5
Abilities:	Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8
Skills:	Listen +7, Spot +7
Feats:	Alertness, Track
Environment:	Underground
Organization:	Solitary or pair
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	6–8 HD (Medium); 9–15 HD (Large)
Level Adjustment:	—

The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact.

The typical rust monster measures 5 feet long and 3 feet high, weighing 200 pounds.

COMBAT

A rust monster can scent a metal object from up to 90 feet away. When it detects one, it dashes toward the source and attempts to strike it with its antennae. The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal.

The creature targets the largest metal object available, striking first at armor, then at shields and smaller items. It prefers ferrous metals (steel or iron) over precious metals (such as gold or silver) but will devour the latter if given the opportunity.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

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MONSTERS (S)

SAHUAGIN

Medium Monstrous Humanoid (Aquatic)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 60 ft.
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+2/+4
Attack:	Talon +4 melee (1d4+2) or trident +4 melee (1d8+3) or heavy crossbow +3 ranged (1d10/19–20)
Full Attack:	Trident +4 melee (1d8+3) and bite +2 melee (1d4+1); or 2 talons +4 melee (1d4+2) and bite +2 melee (1d4+1); or heavy crossbow +3 ranged (1d10/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood frenzy, rake 1d4+1
Special Qualities:	Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent
Saves:	Fort +3, Ref +4, Will +4
Abilities:	Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9
Skills:	Handle Animal +4*, Hide +6*, Listen +6*, Profession (hunter) +1*, Ride +3, Spot +6*, Survival +1*
Feats:	Great Fortitude, Multiattack ^B
Environment:	Warm aquatic
Organization:	Solitary, pair, team (5–8), patrol (11–20 plus 1 3rd-level lieutenant and 1–2 sharks), band (20–80 plus 100% noncombatants plus 1 3rd-level lieutenant and 1 4th-level chieftain per 20 adults plus 1–2 sharks), or tribe (70–160 plus 100% noncombatants plus 1 3rd-level lieutenant per 20 adults, 1 4th-level chieftain per 40 adults, 9 4th-level guards, 1–4 underpriestesses of 3rd–6th level, 1 7th-level priestess, and 1 baron of 6th–8th level plus 5–8 sharks)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	3–5 HD (Medium), 6–10 HD (Large), or by character class
Level Adjustment:	+2 (+3 if four-armed)

Most sahuagin feature green coloration, darker along the back and lighter on the belly. Many have dark stripes, bands, or spots, but these tend to fade with age. An adult male sahuagin stands roughly 6 feet tall and weighs about 200 pounds. Sahuagin are the natural enemy of aquatic elves. The two cannot coexist peacefully: Wars between them are prolonged, bloody affairs that sometimes interfere with shipping and maritime trade. Sahuagin have an only slightly less vehement hatred for tritons.

Sahuagin speak their own language, Sahuagin. Thanks to their high Intelligence scores, most sahuagin also speak two bonus languages, usually Common and Aquan.

COMBAT

Sahuagin are savage fighters, asking for and giving no quarter. When swimming, a sahuagin tears with its feet as it strikes with its talons or a weapon. About half of any group of sahuagin are also armed with nets.

Blindsight (Ex): A sahuagin can locate creatures underwater within a 30-foot radius. This ability works only when the

sahuagin is underwater.

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a -2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

Skills: A sahuagin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks.

*A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home.

*A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

SAHUAGIN MUTANTS

About one in two hundred sahuagin has four arms. Such creatures can make four claw attacks or use extra weapons, in addition to the claw and bite attacks.

If a community of aquatic elves is located within 100 miles of a sahuagin community, about one in one hundred sahuagin looks just like an aquatic elf. These creatures, called malenti, have a swim speed of 40 feet, can remain out of water for 1 hour per point of Constitution, and have freshwater sensitivity and light sensitivity (dazzled in bright light). Malenti have no natural attacks. They are otherwise identical with sahuagin.

SALAMANDER

	Flamebrother Salamander	Average Salamander	Noble Salamander
	Small Outsider (Extraplanar, Fire)	Medium Outsider (Extraplanar, Fire)	Large Outsider (Extraplanar, Fire)
Hit Dice:	4d8+8 (26 hp)	9d8+18 (58 hp)	15d8+45 (112 hp)
Initiative:	+1	+1	+1
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	19 (+1 size, +1 Dex, +7 natural), touch 12, flat-footed 18	18 (+1 Dex, +7 natural), touch 11, flat-footed 17	18 (-1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base	+4/+1	+9/+11	+15/+25
Attack/Grapple:			
Attack:	Spear +6 melee (1d6+1/x3 plus 1d6 fire)	Spear +11 melee (1d8+3/x3 plus 1d6 fire)	+3 <i>longspear</i> +23 melee (1d8+9/x3 plus 1d8 fire)
Full Attack:	Spear +6 melee (1d6+1/x3 plus 1d6 fire) and tail slap +4 melee (1d4 plus 1d6 fire)	Spear +11/+6 melee (1d8+3/x3 plus 1d6 fire) and tail slap +9 melee (2d6+1 plus 1d6 fire)	+3 <i>longspear</i> +23/+18/+13 melee (1d8+9/x3 plus 1d8 fire) and tail slap +18 melee (2d8+3 plus 1d8 fire)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft. (10 ft. with tail)	10 ft./10 ft. (20 ft. with tail or <i>longspear</i>)
Special Attacks:	Constrict 1d4 plus 1d6 fire, heat, improved grab	Constrict 2d6+1 plus 1d6 fire, heat, improved grab	Constrict 2d8+3 plus 1d8 fire, heat, improved grab, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to fire, vulnerability to cold	Damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold	Damage reduction 15/magic, darkvision 60 ft., immunity to fire, vulnerability to cold
Saves:	Fort +6, Ref +5, Will +6	Fort +8, Ref +7, Will +8	Fort +12, Ref +10, Will +11
Abilities:	Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13	Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13	Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15

Skills:	Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11	Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8	Bluff +19, Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Spot +13
Feats:	Alertness, Multiattack	Alertness, Multiattack, Power Attack	Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (Craft [blacksmithing])
Environment:	Elemental Plane of Fire	Elemental Plane of Fire	Elemental Plane of Fire
Organization:	Solitary, pair, or cluster (3–5)	Solitary, pair, or cluster (3–5)	Solitary, pair, or noble party (9–14)
Challenge Rating:	3	6	10
Treasure:	Standard (nonflammables only)	Standard (nonflammables only)	Double standard (nonflammables only) and +3 longspear
Alignment:	Usually evil (any)	Usually evil (any)	Usually evil (any)
Advancement:	4–6 HD (Small)	8–14 HD (Medium)	16–21 HD (Large); 22–45 HD (Huge)
Level Adjustment:	+4	+5	—

Salamanders speak Ignan. Some average salamanders and all nobles also speak Common.

COMBAT

If a salamander has damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell-Like Abilities: (Noble salamanders only) 3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16); 1/day—*dispel magic*, *summon monster VII* (Huge fire elemental). Caster level 15th. The save DCs are Charisma-based.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

SATYR

Medium Fey

Hit Dice:	5d6+5 (22 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+2
Attack:	Head butt +2 melee (1d6) or shortbow +3 ranged (1d6/x3)
Full Attack:	Head butt +2 melee (1d6) and dagger –3 melee (1d4/19–20); or shortbow +3 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Pipes
Special Qualities:	Damage reduction 5/cold iron, low-light vision
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13
Skills:	Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13,

	Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)
Feats:	Alertness ^B , Dodge, Mobility
Environment:	Temperate forests
Organization:	Solitary, pair, band (3–5), or troop (6–11)
Challenge Rating:	2 (without pipes) or 4 (with pipes)
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	6–10 HD (Medium)

Level Adjustment: +2

A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf.

Satyrs speak Sylvan, and most also speak Common.

COMBAT

The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing.

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes.

When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 13 Will save or be affected by *charm person*, *sleep*, or *fear* (caster level 10th; the satyr chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

SATYRS AS CHARACTERS

Satyr characters possess the following racial traits.

— +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma.

— Medium size.

— A satyr's base land speed is 40 feet.

— Low-light vision.

— Racial Hit Dice: A satyr begins with five levels of fey, which provide 5d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

— Racial Skills: A satyr's fey levels give it skill points equal to $8 \times (6 + \text{Int modifier})$. Its class skills are Bluff, Hide, Knowledge (nature), Listen, Move Silently, Perform, and Spot. Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

— Racial Feats: A satyr's fey levels give it two feats. A satyr receives Alertness as a bonus feat.

— +4 natural armor bonus.

— Natural Weapons: Head butt (1d6).

— Special Attacks (see above): Pipes.

— Special Qualities (see above): Damage reduction 5/cold iron.

— Automatic Languages: Sylvan. Bonus Languages: Common, Elven, Gnome.

— Favored Class: Bard.

— Level adjustment +2.

SEA CAT

Large Magical Beast

Hit Dice:	6d10+18 (51 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), swim 40 ft.
Armor Class:	18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+6/+14
Attack:	Claw +9 melee (1d6+4)
Full Attack:	2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Rend 2d6+6

Special Qualities:	Darkvision 60 ft., hold breath, low-light vision, scent
Saves:	Fort +8, Ref +6, Will +5
Abilities:	Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10
Skills:	Listen +8, Spot +7, Swim +12
Feats:	Alertness, Endurance, Iron Will
Environment:	Temperate aquatic
Organization:	Solitary, pair, or pride (5–12)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	7–9 HD (Large); 10–18 HD (Huge)

Level Adjustment: —

A typical sea cat is 12 feet long and weighs 800 pounds.

COMBAT

Sea cats attack on sight, either for food or to defend their territory, and use both claws and teeth to grab and rend their prey. They display tremendous courage, always fighting to the death, even against creatures many times their size. Pairs and prides of sea cats attack in concert, trying to wear the opponent down until one beast can dispatch it.

Hold Breath (Ex): A sea cat can hold its breath for a number of rounds equal to 6 + its Constitution score before it risks drowning.

Rend (Ex): A sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+6 points of damage.

Skills: A sea cat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SHADOW

Shadow	Greater Shadow
Medium Undead (Incorporeal)	Medium Undead (Incorporeal)
Hit Dice: 3d12 (19 hp)	9d12 (58 hp)
Initiative: +2	+2
Speed: Fly 40 ft. (good) (8 squares)	Fly 40 ft. (good) (8 squares)
Armor Class: 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11	14 (+2 Dex, +2 deflection), touch 14, flat-footed 12
Base +1/—	+4/—
Attack/Grapple	
:	
Attack: Incorporeal touch +3 melee (1d6 Str)	Incorporeal touch +6 melee (1d8 Str)
Full Attack: Incorporeal touch +3 melee (1d6 Str)	Incorporeal touch +6 melee (1d8 Str)
Space/Reach: 5 ft./5 ft.	5 ft./5 ft.
Special Attacks: Create spawn, strength damage	Create spawn, strength damage
Special Qualities: Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits	Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits
Saves: Fort +1, Ref +3, Will +4	Fort +3, Ref +5, Will +7
Abilities: Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13	Str —, Dex 15, Con —, Int 6, Wis 12, Cha 14
Skills: Hide +8*, Listen +7, Search +4, Spot +7	Hide +14*, Listen +9, Search +6, Spot +9
Feats: Alertness, Dodge	Alertness, Dodge, Mobility, Spring Attack
Environment: Any	Any
Organization: Solitary, gang (2–5), or swarm (6–11)	Solitary
Challenge Rating: 3	8
Treasure: None	None
Alignment: Always chaotic evil	Always chaotic evil
Advancement: 4–9 HD (Medium)	—
Level Adjustment: —	—

A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. A shadow is 5 to 6 feet tall and is weightless. Shadows cannot speak intelligibly.

COMBAT

Shadows lurk in dark places, waiting for living prey to happen by.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

GREATER SHADOW

Although no more intelligent than an average shadow, a greater shadow is more fearsome because of its increased damage and its hit-and-run tactics.

COMBAT

Strength Damage (Su): The touch of a greater shadow deals 1d8 points of Strength damage to a living foe.

SHADOW MASTIFF

Medium Outsider (Extraplanar)

Hit Dice:	4d8+12 (30 hp)
Initiative:	+5
Speed:	50 ft. (10 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+4/+7
Attack:	Bite +7 melee (1d6+4)
Full Attack:	Bite +7 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Bay, trip
Special Qualities:	Darkvision 60 ft., shadow blend, scent
Saves:	Fort +7, Ref +5, Will +5
Abilities:	Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13
Skills:	Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*
Feats:	Dodge, Improved Initiative, Track ^B
Environment:	Plane of Shadow
Organization:	Solitary, pair, or pack (5–12)
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	+3 (cohort)

This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth.

A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds.

Shadow mastiffs cannot speak, but they understand Common.

COMBAT

Shadow mastiffs prefer fighting in shadows or dark conditions, which gives them a great advantage.

If a magical light source negates the shadows around them, shadow mastiffs are cunning enough to either move out of the light or back off and break up the opposition with their baying. They have been known to seize and carry off items ensorcelled with *daylight* spells.

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the

shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: *A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

SHAMBLING MOUND

Large Plant

Hit Dice:	8d8+24 (60 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	20 (-1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+6/+15
Attack:	Slam +11 melee (2d6+5)
Full Attack:	2 slams +11 melee (2d6+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, constrict 2d6+7
Special Qualities:	Darkvision 60 ft., immunity to electricity, low-light vision, plant traits, resistance to fire 10
Saves:	Fort +9, Ref +2, Will +4
Abilities:	Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9
Skills:	Hide +3*, Listen +8, Move Silently +8
Feats:	Iron Will, Power Attack, Weapon Focus (slam)
Environment:	Temperate marshes
Organization:	Solitary
Challenge Rating:	6
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Usually neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	+6

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants.

A shambler's brain and sensory organs are located in its upper body.

A shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds.

COMBAT

A shambling mound batters or constricts its opponents with two huge, armlike appendages.

Improved Grab (Ex): To use this ability, a shambler must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check.

Immunity to Electricity (Ex): Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

Skills: Shamblers have a +4 racial bonus on Hide, Listen, and Move Silently checks. *They have a +12 racial bonus on Hide checks when in a swampy or forested area.

SHIELD GUARDIAN

Large Construct

Hit Dice:	15d10+30 (112 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	24 (-1 size, +15 natural), touch 9, flat-footed 24
Base Attack/Grapple:	+11/+21
Attack:	Slam +16 melee (1d8+6)
Full Attack:	2 slams +16 melee (1d8+6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Construct traits, darkvision 60 ft., fast healing 5, find

	master, guard, low-light vision, <i>shield other, spell storing</i>
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 22, Dex 10, Con —, Int —, Wis 10, Cha 1
Environment:	Any
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	16–24 HD (Large); 25–45 HD (Huge)

Level Adjustment:

—

Created by spellcasters to be bodyguards, shield guardians are constructs that protect their masters with spells and stamina. When it is fashioned, a shield guardian is keyed to a particular magical amulet. Henceforth, it regards the wearer of that amulet to be its master, protecting and following that individual everywhere (unless specifically commanded not to do so). A shield guardian obeys its master's verbal commands to the best of its ability, although it is not good for much beyond combat and possibly simple manual labor. It can also be keyed to perform specific tasks at specific times or when certain conditions are met. The wearer of the amulet can call the shield guardian from any distance, and it will come as long as it is on the same plane.

A shield guardian is some 9 feet tall and weighs more than 1,200 pounds.

Shield guardians cannot speak, but they understand commands given in any language.

COMBAT

Shield guardians are straightforward in battle, bashing with their heavy stone fists. They are made for defense and are not particularly impressive on offense.

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 feet of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

CONSTRUCTION

A shield guardian is built from wood, bronze, stone, and steel. The materials cost 5,000 gp.

The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a DC 16 Craft (blacksmithing) or Craft (carpentry) check. The keyed amulet is fashioned at the same time, and its cost (20,000 gp) is included in the cost of the guardian. After the body is sculpted, the shield guardian is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and the ritual can be performed together. A shield guardian with more than 15 Hit Dice can be created, but each additional Hit Die adds +5,000 gp to the market price, and the price increases by +20,000 gp if the creature's size increases to Huge, modifying the cost to create accordingly.

CL 15th; Craft Construct, *limited wish, discern location, shield, shield other*, caster must be at least 15th level; Price 120,000 gp; Cost 65,000 gp + 4,600 XP.

AMULET

If a shield guardian's amulet is destroyed, the guardian ceases to function until a new one is created. If the wearer dies but the amulet is intact, the shield guardian carries out the last command it was given.

SHOCKER LIZARD

Small Magical Beast

Hit Dice:	2d10+2 (13 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), climb 20 ft., swim 20 ft.
Armor Class:	16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+2/-2
Attack:	Bite +3 melee (1d4)
Full Attack:	Bite +3 melee (1d4)

Space/Reach:	5 ft./5 ft.
Special Attacks:	Stunning shock, lethal shock
Special Qualities:	Darkvision 60 ft., electricity sense, immunity to electricity, low-light vision
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6
Skills:	Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10
Feats:	Improved Initiative
Environment:	Warm marshes
Organization:	Solitary, pair, clutch (3–5), or colony (6–11)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	3–4 HD (Small); 5–6 HD (Medium)

Level Adjustment:

—

A shocker lizard has a pale gray or blue underside, shading to a darker hue on its back. It has blue-black markings along its back and tail. A shocker lizard is about 1 foot tall at the shoulder and weighs about 25 pounds.

COMBAT

A shocker lizard relies on its electricity abilities in combat. A lizard tends to bite only after its shock has rendered an opponent unconscious or when the shock seems to have no effect at all. A solitary lizard flees once it delivers its shocks, but if other shocker lizards are nearby, they all home in on their comrade's discharges and attempt to administer their shocks to the foe.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution-based.

Lethal Shock (Su): Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of lizards contributing) reduces the damage by half.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Skills: Shocker lizards have a +4 racial bonus on Hide checks due to their coloration. Shocker lizards have a +2 racial bonus on Listen and Spot checks.

Shocker lizards use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks.

A shocker lizard has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

A shocker lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SKELETON

Skeletons are the animated bones of the dead, mindless automatons that obey the orders of their evil masters.

A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain.

A skeleton does only what it is ordered to do. It can draw no conclusions of its own and takes no initiative. Because of this limitation, its instructions must always be simple. A skeleton attacks until destroyed.

CREATING A SKELETON

"Skeleton" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice gained from class levels (to a minimum of 1) and raise remaining Hit Dice to d12s. If the creature has more than 20 Hit Dice, it can't be made into a skeleton by the *animate dead* spell.

Speed: Winged skeletons can't use their wings to fly. If the base creature flew magically, so can the skeleton.

Armor Class: Natural armor bonus changes to a number based on the skeleton's size:

Tiny or smaller	+0
Small	+1
Medium or Large	+2

Huge	+3
Gargantuan	+6
Colossal	+10

Attacks: A skeleton retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature, except for attacks that can't work without flesh. A creature with hands gains one claw attack per hand; the skeleton can strike with each of its claw attacks at its full attack bonus. A skeleton's base attack bonus is equal to 1/2 its Hit Dice.

Damage: Natural and manufactured weapons deal damage normally. A claw attack deals damage depending on the skeleton's size. (If the base creature already had claw attacks with its hands, use the skeleton claw damage only if it's better.)

Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A skeleton retains none of the base creature's special attacks.

Special Qualities: A skeleton loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A skeleton gains the following special qualities.

Immunity to Cold (Ex): Skeletons are not affected by cold.

Damage Reduction 5/Bludgeoning: Skeletons lack flesh or internal organs.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: A skeleton's Dexterity increases by +2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A skeleton has no skills.

Feats: A skeleton loses all feats of the base creature and gains Improved Initiative.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
1/2	1/6
1	1/3
2–3	1
4–5	2
6–7	3
8–9	4
10–11	5
12–14	6
15–17	7
18–20	8

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature (or — if the base creature advances by character class).

Level Adjustment: —.

	Human Warrior Skeleton	Wolf Skeleton	Owlbear Skeleton
	Medium Undead	Medium Undead	Large Undead
Hit Dice:	1d12 (6 hp)	2d12 (13 hp)	5d12 (32 hp)
Initiative:	+5	+7	+6
Speed:	30 ft. (6 squares)	50 ft. (10 squares)	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +2 natural, +2 heavy steel shield), touch 11, flat-footed 14	15 (+3 Dex, +2 natural), touch 13, flat-footed 12	13 (-1 size, +2 Dex, +2 natural), touch 11, flat-footed 11
Base Attack/Grapple:	+0/+1	+1/+2	+2/+11
Attack:	Scimitar +1 melee (1d6+1/18–20) or claw +1	Bite +2 melee (1d6+1)	Claw +6 melee (1d6+5)

	melee (1d4+1)		
Full Attack:	Scimitar +1 melee (1d6+1/18–20) or 2 claws +1 melee (1d4+1)	Bite +2 melee (1d6+1)	2 claws +6 melee (1d6+5) and bite +1 melee (1d8+2)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks: —	—	—	
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +0, Ref +1, Will +2	Fort +0, Ref +3, Will +3	Fort +1, Ref +3, Will +4
Abilities: Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1	Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1	Str 21, Dex 14, Con —, Int —, Wis 10, Cha 1	
Feats:	Improved Initiative	Improved Initiative	Improved Initiative
Environment:	Temperate plains	Temperate forests	Temperate forests
Organization:	Any	Any	Any
Challenge Rating:	1/3	1	2
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	—	3 HD (Medium); 4–6 HD (Large)	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—	—	—

	Troll Skeleton	Chimera Skeleton	Ettin Skeleton
	Large Undead	Large Undead	Large Undead
Hit Dice:	6d12 (39 hp)	9d12 (58 hp)	10d12 (65 hp)
Initiative:	+7	+6	+4
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	14 (+3 Dex, –1 size, +2 natural), touch 12, flat-footed 11	13 (+2 Dex., –1 size, +2 natural), touch 11, flat-footed 11	11 (–1 size, +2 natural), touch 9, flat-footed 11
Base	+3/+13	+4/+12	+5/+15
Attack/Grapple:			
Attack:	Claw +8 melee (1d6+6)	Bite +7 melee (2d6+4)	Morningstar +10 melee (2d6+6) or claw +10 melee (1d6+6) or javelin +4 ranged (1d8+6)
Full Attack:	2 claws +8 melee (1d6+6) and bite +3 melee (1d6+3)	Bite +7 melee (2d6+4) and bite+7 melee (1d8+4) and gore +7 melee (1d8+4) and 2 claws +2 melee (1d6+2)	2 morningstars +10 melee (2d6+6) or 2 claws +10 melee (1d6+6) or 2 javelins +4 ranged (1d8+6)
Space/Reach:	10 ft./10 ft	10 ft./5 ft	10 ft./10 ft.
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60 ft., darkvision 60 ft., immunity to cold, superior twoweapon
Saves:	Fort +2, Ref +5, Will +5	Fort +3, Ref +5, Will +6	Fort +3, Ref +3, Will +7
Abilities:	Str 23, Dex 16, Con —, Int —, Wis 10, Cha 1	Str 19, Dex 15, Con —, Int —, Wis 10, Cha 1	Str 23, Dex 10, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative	Improved Initiative	Improved Initiative
Environment:	Cold mountains	Temperate hills	Cold hills
Organization:	Any	Any	Any
Challenge Rating:	3	4	5
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	—	10–13 HD (Large); 14–27 HD	—

(Huge)			
Level	—	—	—
Adjustment:			
	Advanced Megaraptor Skeleton	Cloud Giant Skeleton	Young Adult Red Dragon Skeleton
Hit Dice:	Huge Undead	Huge Undead	Huge Undead (Fire)
Initiative:	12d12 (78 hp)	17d12 (110 hp)	19d12 (123 hp)
Speed:	+7	+6	+5
Armor Class:	60 ft. (12 squares)	50 ft. (10 squares)	40 ft. (8 squares)
Base	14 (–2 size, +3 Dex, +3 natural), touch 11, flat-footed 11	13 (–2 size, +2 Dex, +3 natural), touch 10, flat-footed 11	12 (–2 size, +1 Dex, +3 natural), touch 9, flat-footed 11
Attack/Grapple:	+6/+19	+8/+28	+9/+27
Attack:	Talons +9 melee (2d8+5)	Gargantuan morningstar +18 melee (4d6+18) or claw +18 melee (1d8+12) or rock +8 ranged (2d8+12)	Bite +17 melee (2d8+10)
Full Attack:	Talons +9 melee (2d8+5) and 2 claws +4 melee (1d8+2) and bite +4 melee (2d6+2)	Gargantuan morningstar +18/+13 melee (4d6+18) or 2 claws +18 melee (1d8+12) or rock +8 ranged (2d8+12)	Bite +17 melee (2d8+10) and 2 claws +12 melee (2d6+5) and 2 wings +12 melee (1d8+5) and tail slap +12 melee (2d6+15)
Space/Reach:	15 ft./10 ft.	15 ft./15 ft.	15 ft./10 ft.
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, oversize weapon, undead traits	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, undead traits
Saves:	Fort +4, Ref +7, Will +8	Fort +5, Ref +7, Will +10	Fort +6, Ref +7, Will +8
Abilities:	Str 21, Dex 17, Con —, Int —, Wis 10, Cha 1	Str 35, Dex 15, Con —, Int —, Wis 10, Cha 1	Str 31, Dex 12, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative	Improved Initiative	Improved Initiative
Environment:	Warm forests	Temperate mountains	Warm mountains
Organization:	Any	Any	Any
Challenge Rating:	6	7	8
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	13–16 HD (Huge); 17–20 HD (Gargantuan)	—	20 HD (Huge)

Level — — —

Adjustment:

SKUM

Medium Aberration (Aquatic)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 40 ft.
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+5
Attack:	Bite +5 melee (2d6+4)
Full Attack:	Bite +5 melee (2d6+4) and 2 claws +0 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rake 1d6+2
Special Qualities:	Darkvision 60 ft., amphibious

Saves:	Fort +1, Ref +1, Will +3
Abilities:	Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6
Skills:	Hide +6*, Listen +7*, Move Silently +6, Spot +7*, Swim +12
Feats:	Alertness
Environment:	Underground
Organization:	Brood (2–5) or pack (6–15)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	3–4 HD (Medium); 5–6 HD (Large)

Level Adjustment: +3

A skum is about the same height and weight as a human. Skum speak Aquan.

COMBAT

Rake (Ex): Attack bonus +0 melee, damage 1d6+2. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SPECTRE

Medium Undead (Incorporeal)	
Hit Dice:	7d12 (45 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 80 ft. (perfect)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 13
Base Attack/Grapple:	+3/—
Attack:	Incorporeal touch +6 melee (1d8 plus energy drain)
Full Attack:	Incorporeal touch +6 melee (1d8 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy drain, create spawn
Special Qualities:	Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura
Saves:	Fort +2, Ref +5, Will +7
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Skills:	Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks)
Feats:	Alertness, Blind-Fight, Improved Initiative
Environment:	Any land and underground
Organization:	Solitary, gang (2–4), or swarm (6–11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always lawful evil
Advancement:	8–14 HD (Medium)

Level Adjustment: —

A spectre looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized and is weightless.

COMBAT

In close combat a spectre attacks with its numbing, life-draining touch. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawns are under the command of

the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life. **Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

SPHINX

Sphinxes are enigmatic creatures with great, feathery wings and leonine bodies. All sphinxes are territorial, but the more intelligent ones can differentiate between deliberate intrusion and temporary or inadvertent trespass.

A typical sphinx is about 10 feet long and weighs about 800 pounds.

Sphinxes speak Sphinx, Common, and Draconic.

Combat

Most sphinxes fight on the ground, using their wings to help them pounce much as lions do. If outnumbered by earthbound creatures, a sphinx takes wing and attacks on the fly.

Pounce (Ex): If a sphinx charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): A sphinx that pounces onto a creature can make two rake attacks with its hind legs. Each sphinx's description provides its attack bonus and damage.

ANDROSPHINX

Large Magical Beast

Hit Dice:	12d10+48 (114 hp)
Initiative:	+0
Speed:	50 ft. (10 squares), fly 80 ft. (poor)
Armor Class:	22 (-1 size, +13 natural), touch 9, flat-footed 22
Base Attack/Grapple:	+12/+23
Attack:	Claw +18 melee (2d4+7)
Full Attack:	2 claws +18 melee (2d4+7)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 2d4+3, roar, spells
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +12, Ref +8, Will +7
Abilities:	Str 25, Dex 10, Con 19, Int 16, Wis 17, Cha 17
Skills:	Intimidate +17, Knowledge (any one) +18, Listen +18, Spot +18, Survival +18
Feats:	Alertness, Cleave, Great Cleave, Flyby Attack, Power Attack, Track
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always chaotic good
Advancement:	13–18 HD (Large); 19–36 HD (Huge)
Level Adjustment:	+5 (cohort)

These sphinxes are always male. Androsphinxes are clever and generally good-natured, but they can be savage opponents.

Combat

In battle, an androsphinx rips apart enemies with its razor-sharp claws. It relies on its natural weapons in a fight, employing its spells for defense or healing.

Rake (Ex): Attack bonus +18 melee, damage 2d4+3.

Roar (Su): Three times per day an androsphinx can loose a mighty roar. The first time it does this, all creatures within 500 feet must succeed on a DC 19 Will save or be affected as though by a *fear* spell for 2d6 rounds.

If the sphinx roars a second time during the same encounter, all creatures within 250 feet must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds, and all those within 90 feet are deafened for 2d6 rounds (no save). If it roars a third time during the same encounter, all those within 250 feet must succeed on a DC 19 Fortitude save or take 2d4 points of Strength damage for 2d4 rounds. In addition, any Medium or smaller creature within 90 feet must succeed on a DC 19 Fortitude save

or be thrown to the ground and take 2d8 points of damage. The force of this roar is so great that it deals 50 points of damage to any stone or crystalline object within 90 feet. Magic items and held or carried items can avoid damage with a DC 19 Reflex save. Other androsphinxes are immune to these effects. The save DCs are Charisma-based.

Spells: An androsphinx casts divine spells as a 6th-level cleric from the cleric spell list and from the Good, Healing, and Protection domains.

Typical Cleric Spells Prepared (5/5/5/4; save DC 13 + spell level): 0—cure minor wounds, detect magic, guidance, light, resistance; 1st—divine favor, protection from evil, shield of faith, remove fear, summon monster I; 2nd—bull's strength, remove paralysis, resist energy, shield other*, summon monster II; 3rd—cure serious wounds*, daylight, invisibility purge, searing light.*

*Domain spell. Domains: Good and Healing.

CRIOSPHINX

Large Magical Beast

Hit Dice:	10d10+30 (85 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), fly 60 ft. (poor)
Armor Class:	20 (-1 size, +11 natural), touch 9, flat-footed 20
Base Attack/Grapple:	+10/+20
Attack:	Gore +15 melee (2d6+6)
Full Attack:	Gore +15 melee (2d6+6) and 2 claws +10 melee (1d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+3
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +10, Ref +7, Will +3
Abilities:	Str 23, Dex 10, Con 17, Int 10, Wis 11, Cha 11
Skills:	Intimidate +8, Listen +11, Spot +1
Feats:	Alertness, Cleave, Flyby Attack, Power Attack
Environment:	Warm deserts
Organization:	Solitary
Challenge Rating:	7
Treasure:	Standard
Alignment:	Always neutral
Advancement:	11–15 HD (Large); 16–30 HD (Huge)
Level Adjustment:	+3 (cohort)

These sphinxes are always male. Neither good nor evil, they lack the intelligence of the androsphinx.

Combat

Criosphinxes attack with their claws, as do their kin, but they can also butt with their horns. They don't cast spells and employ only the most simple battle tactics.

Rake (Ex): Attack bonus +15 melee, damage 1d6+3.

GYNOSPHINX

Large Magical Beast

Hit Dice:	8d10+8 (52 hp)
Initiative:	+5
Speed:	40 ft. (8 squares), fly 60 ft. (poor)
Armor Class:	21 (-1 size, +1 Dex, +11 natural), touch 10, flat-footed 20
Base Attack/Grapple:	+8/+16
Attack:	Claw +11 melee (1d6+4)
Full Attack:	2 claws +11 melee (1d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+2, spell-like abilities
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +7, Will +8
Abilities:	Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19
Skills:	Bluff +15, Concentration +12, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +13, Listen +17, Sense Motive +15, Spot

+17

Feats:	Combat Casting, Improved Initiative, Iron Will
Environment:	Warm deserts
Organization:	Solitary or covey (2–4)
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Always neutral
Advancement:	9–12 HD (Large); 13–24 HD (Huge)

Level Adjustment:	+4 (cohort)
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These sphinxes are the female counterparts of androsphinxes.

Combat

In close combat, gynosphinxes use their powerful claws to flay the flesh from their enemies. Despite their deadly nature, they prefer to avoid combat whenever possible.

Rake (Ex): Attack bonus +11 melee, damage 1d6+2.

Spell-Like Abilities: 3/day—clairaudience/clairvoyance, detect magic, read magic, see invisibility; 1/day—comprehend languages, locate object, dispel magic, remove curse (DC 18), legend lore. Caster level 14th. The save DC is Charisma-based.

Once per week a gynosphinx can create a symbol of death, a symbol of fear, a symbol of insanity, a symbol of pain, a symbol of persuasion, a symbol of sleep, and a symbol of stunning as the spells (caster level 18th), except that all save DCs are 22 and each symbol remains a maximum of one week once scribed. The save DCs are Charisma-based.

HIERACOSPHINX

Large Magical Beast

Hit Dice:	9d10+18 (67 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 90 ft. (poor)
Armor Class:	19 (–1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+9/+18
Attack:	Bite +13 melee (1d10+5)
Full Attack:	Bite +13 melee (1d10+5) and 2 claws +8 melee (1d6+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, rake 1d6+2
Special Qualities:	Darkvision 60 ft., lowlight vision
Saves:	Fort +8, Ref +8, Will +5
Abilities:	Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10
Skills:	Listen +10, Spot +14
Feats:	Alertness, Cleave, Flyby Attack, Power Attack
Environment:	Warm deserts
Organization:	Solitary, pair, or flock (4–7)
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	10–14 HD (Large); 15–27 HD (Huge)
Level Adjustment:	+3 (cohort)

Combat

Hieracosphinxes can make short work of even the most dangerous opponents with their claws. They are not particularly intelligent, but are cunning enough to dive at their enemies from above with their flying ability.

Rake (Ex): Attack bonus +13 melee, damage 1d6+2.

Skills: Hieracosphinxes have a +4 racial bonus on Spot checks.

SPIDER EATER

Large Magical Beast

Hit Dice:	4d10+20 (42 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), fly 60 ft. (good)

Armor Class:	14 (−1 size, +1 Dex, +4 natural), touch 10, flatfooted 13
Base Attack/Grapple:	+4/+13
Attack:	Sting +8 melee (1d8+5 plus poison)
Full Attack:	Sting +8 melee (1d8+5 plus poison) and bite +3 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Implant, poison
Special Qualities:	Darkvision 60 ft., freedom of movement, lowlight vision, scent
Saves:	Fort +9, Ref +5, Will +2
Abilities:	Str 21, Dex 13, Con 21, Int 2, Wis 12, Cha 10
Skills:	Listen +10, Spot +11
Feats:	Alertness, Dodge
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	5–12 HD (Huge)

Level Adjustment:

—

A spider eater is about 10 feet long and 4 feet high, and has a wingspan of about 20 feet. It weighs about 4,000 pounds.

COMBAT

A spider eater attacks with its venomous sting and powerful mandibles. Its usual tactic is to deliver a sting, then back off, hovering out of reach until the venom takes effect.

Implant (Ex): Female spider eaters lay their eggs inside paralyzed creatures of Large or larger size. The young emerge about six weeks later, literally devouring the host from inside.

Poison (Ex): Injury, Fortitude DC 17, initial damage none, secondary damage paralysis for 1d8+5 weeks. The save DC is Constitution-based.

Freedom of Movement (Su): Spider eaters have a continuous freedom of movement ability as the spell (caster level 12th).

When the spider eater serves as a mount, this effect does not extend to its rider.

Skills: Spider eaters have a +4 racial bonus on Listen and Spot checks.

TRAINING A SPIDER EATER

A spider eater requires training before it can bear a rider in combat.

Training a spider eater requires six weeks of work and a DC 25 Handle Animal check. Riding a spider eater requires an exotic saddle. A spider eater can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Spider eater eggs are worth 2,000 gp apiece on the open market, while young are worth 3,000 gp each. Professional trainers charge 3,000 gp to rear or train a spider eater.

Carrying Capacity: A light load for a spider eater is up to 306 pounds; a medium load, 307–612 pounds; and a heavy load, 613–920 pounds.

SPRITE

Sprites are reclusive fey. They go out of their way to fight evil and ugliness and to protect their homelands. Combat Sprites fight their opponents with spell-like abilities and pint-sized weaponry. They prefer ambushes and other trickery over direct confrontation.

Skills: All sprites have a +2 racial bonus on Search, Spot, and Listen checks.

GRIG

Tiny Fey

Hit Dice:	1/2 d6+1 (2 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 40 ft. (poor)
Armor Class:	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 16
Base Attack/Grapple:	+0/−11
Attack:	Short sword +6 melee (1d3−3/19−20) or longbow +6 ranged (1d4−3/x3)
Full Attack:	Short sword +6 melee (1d3−3/19−20) or longbow +6 ranged (1d4−3/x3)
Space/Reach:	2−1/2 ft./0 ft.

Special Attacks:	Spell-like abilities, fiddle
Special Qualities:	Damage reduction 5/cold iron, low-light vision, spell resistance 17
Saves:	Fort +1, Ref +6, Will +3
Abilities:	Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14
Skills:	Craft (any one) +4, Escape Artist +8, Hide +16, Jump +3, Listen +3, Move Silently +8*, Perform (string instruments) +6, Search +2, Spot +3
Feats:	Dodge ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating:	1
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral good
Advancement:	1–3 HD (Tiny)
Level Adjustment:	+3

Grigs can leap great distances. They have light blue skin, forest-green hair, and brown hairy legs, and usually wear tunics or brightly colored vests with buttons made from tiny gems. A grig stands 1-1/2 feet tall and weighs about 1 pound.

Grigs speak Sylvan. Some also speak Common.

Combat

Grigs are fierce by sprite standards, attacking opponents fearlessly with bow and dagger.

Spell-Like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

NIXIE

Small Fey (Aquatic)

Hit Dice:	1d6 (3 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+0/-6
Attack:	Short sword +4 melee (1d4–2/19–20) or light crossbow +4 ranged (1d6/19–20)
Full Attack:	Short sword +4 melee (1d4–2/19–20) or light crossbow +4 ranged (1d6/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	<i>Charm person</i>
Special Qualities:	Amphibious, damage reduction 5/cold iron, low-light vision, spell resistance 16, <i>water breathing</i> , wild empathy
Saves:	Fort +0, Ref +5, Will +3
Abilities:	Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18
Skills:	Bluff +8, Craft (any one) +5, Escape Artist +6, Handle Animal +8, Hide +7*, Listen +6, Perform (sing) +7, Search +3, Sense Motive +5, Spot +6, Swim +6
Feats:	Dodge ^B , Weapon Finesse
Environment:	Temperate aquatic
Organization:	Gang (2–4), band (6–11), or tribe (20–80)
Challenge Rating:	1
Treasure:	No coins; 50% goods (metal or stone only); 50% items (no scrolls)
Alignment:	Always neutral
Advancement:	2–3 HD (Small)

Level Adjustment: +3

Most nixies are slim and comely, with lightly scaled, pale green skin and dark green hair. Females often twine shells and pearl strings in their hair and dress in wraps woven from colorful seaweed. Males wear loincloths of the same materials. Nixies prefer not to leave their lakes.

A nixie stands about 4 feet tall and weighs about 45 pounds.

Nixies speak Aquan and Sylvan. Some also speak Common.

Combat

Nixies rely on their *charm person* ability to deter enemies, entering combat only to protect themselves and their territory.

Charm Person (Sp): A nixie can use *charm person* three times per day as the spell (caster level 4th). Those affected must succeed on a DC 15 Will save or be *charmed* for 24 hours. Most *charmed* creatures are used to perform heavy labor, guard duty, and other onerous tasks for the nixie community. Shortly before the effect wears off, the nixie escorts the *charmed* creature away and orders it to keep walking. The save DC is Charisma-based.

Amphibious (Ex): Although nixies are aquatic, they can survive indefinitely on land.

Water Breathing (Sp): Once per day a nixie can use *water breathing* as the spell (caster level 12th). Nixies usually bestow this effect on those they have *charmed*.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature, except that a nixie has a +6 racial bonus on the check.

Skills: A nixie has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Nixies have a +5 racial bonus on Hide checks when in the water.

PIXIE

Small Fey

Hit Dice:	1d6 (3 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	16 (+1 size, +4 Dex, +1 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+0/-6
Attack:	Short sword +5 melee (1d4-2/19-20) or longbow +5 ranged (1d6-2/ 3)
Full Attack:	Short sword +5 melee (1d4-2/19-20) or longbow +5 ranged (1d6-2)/x3
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, special arrows
Special Qualities:	Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15
Saves:	Fort +0, Ref +6, Will +4
Abilities:	Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16
Skills:	Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +8
Feats:	Dodge ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Gang (2-4), band (6-11), or tribe (20-80)
Challenge Rating:	4 (5 with <i>irresistible dance</i>)
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always neutral good
Advancement:	2-3 HD (Small)
Level Adjustment:	+4 (+6 with <i>irresistible dance</i>)

Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes.

A pixie stands about 2-1/2 feet tall and weighs about 30 pounds.

Pixies speak Sylvan and Common, and may know other languages as well.

Combat

The normally carefree pixies ferociously attack evil creatures and unwanted intruders. They take full advantage of their invisibility and other abilities to harass and drive away opponents.

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress

or resume it as a free action.

Spell-Like Abilities: 1/day—*lesser confusion* (DC 14), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 15), *dispel magic*, *entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *polymorph* (self only). Caster level 8th. The save DCs are Charisma-based.

One pixie in ten can use *irresistible dance* (caster level 8th) once per day.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a DC 15 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

Pixies as Characters

A pixie character exchanges its 1 HD of fey for its first class level.

Pixie characters possess the following racial traits.

— -4 Strength, +8 Dexterity, +6 Intelligence, +4 Wisdom, +6 Charisma.

— Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

— A pixie's base land speed is 20 feet. It also has a fly speed of 60 feet (good).

— Low-light vision.

— Skills: Pixies have a +2 racial bonus on Listen, Search, and Spot checks.

— Racial Feats: A pixie receives Dodge as a bonus feat.

— +1 natural armor bonus.

— Special Attacks (see above): Spell-like abilities.

— Special Qualities (see above): Damage reduction 10/cold iron, greater invisibility, spell resistance equal to 15 + class levels.

— Automatic Languages: Common, Sylvan. Bonus Languages: Elven, Gnome, Halfling.

— Favored Class: Sorcerer.

— Level adjustment +4 (+6 if the pixie can use *irresistible dance*).

STIRGE

Tiny Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+4
Speed:	10 ft (2 squares), fly 40 ft. (average)
Armor Class:	16 (+2 size, +4 Dex), touch 16, flat-footed 12
Base Attack/Grapple:	+1/-11 (+1 when attached)
Attack:	Touch +7 melee (attach)
Full Attack:	Touch +7 melee (attach)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Attach, blood drain
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +2, Ref +6, Will +1
Abilities:	Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6
Skills:	Hide +14, Listen +4, Spot +4
Feats:	Alertness, Weapon Finesse ^B
Environment:	Warm marshes
Organization:	Colony (2–4), flock (5–8), or storm (9–14)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The proboscis is pink at the tip, fading to gray at its base.

A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound.

COMBAT

A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a touch attack and can target only Small or larger creatures.

Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above). An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

SWARM

Swarms are dense masses of Fine, Diminutive, or Tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature with a space of 10 feet—gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. It makes saving throws as a single creature.

Many different creatures can mass as swarms; bat swarms, centipede swarms, hellwasp swarms, locust swarms, rat swarms, and spider swarms are described here. The swarm's type varies with the nature of the component creature (most are animals or vermin), but all swarms have the swarm subtype.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. A large swarm is completely shapeable, though it usually remains contiguous.

COMBAT

In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Vulnerabilities of Swarms

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit.

A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.

A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

BAT SWARM

Diminutive Animal (Swarm)

Hit Dice:	3d8 (13 hp)
Initiative:	+2
Speed:	5 ft. (1 square), fly 40 ft. (good)
Armor Class:	16 (+4 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+2/—
Attack:	Swarm (1d6)
Full Attack:	Swarm (1d6)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, wounding
Special Qualities:	Blindsight 20 ft., half damage from slashing and piercing, low-light vision, swarm traits
Saves:	Fort +3, Ref +7, Will +3
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4

Skills:	Listen +11, Spot +11
Feats:	Alertness, Lightning Reflexes
Environment:	Temperate deserts
Organization:	Solitary, flight (2–4 swarms), or colony (11–20 swarms)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	None

Level Adjustment: —

A bat swarm is nocturnal, and is never found aboveground in daylight.

Combat

A bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Blindsight (Ex): A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Skills: A bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated.

CENTIPEDE SWARM

Diminutive Vermin (Swarm)

Hit Dice:	9d8–9 (31 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple:	+6/—
Attack:	Swarm (2d6 plus poison)
Full Attack:	Swarm (2d6 plus poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, poison
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2
Skills:	Climb +12, Spot +4
Feats:	Weapon Finesse ^B
Environment:	Underground
Organization:	Solitary, tangle (2–4 swarms), or colony (7–12 swarms)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	None

Level Adjustment: —

Combat

A centipede swarm seeks to surround and attack any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

Skills: A centipede swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A centipede swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

HELLWASP SWARM

Diminutive Magical Beast (Extraplanar, Evil, Swarm)

Hit Dice:	12d10+27 (93 hp)
Initiative:	+10
Speed:	5 ft. (1 square), fly 40 ft.
Armor Class:	20 (+4 size, +6 Dex), touch 20, flat-footed 14
Base Attack/Grapple:	+12/—
Attack:	Swarm (3d6 plus poison)
Full Attack:	Swarm (3d6 plus poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, inhabit, poison
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits
Saves:	Fort +10, Ref +14, Will +7
Abilities:	Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9
Skills:	Hide +19, Listen +10, Spot +10
Feats:	Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Toughness
Environment:	A evil-aligned plane
Organization:	Solitary, fright (2–4 swarms), or terror (5–8 swarms)
Challenge Rating:	8
Treasure:	None
Alignment:	Always lawful evil
Advancement:	None
Level Adjustment:	—

A single hellwasp resembles a thumb-sized normal wasp, except its carapace is gleaming black with ruby-red stripes, and its compound eyes are an iridescent green. In swarms, hellwasps form a collective hive mind intelligence with infernal cunning and bloodlust.

Combat

Like any swarm, a hellwasp swarm seeks to surround and attack any living prey it encounters. A swarm deals 3d6 points of damage to any creature whose space it occupies at the end of its move. The swarm can take over the bodies of its prey and infest both the living and the dead, using them as horrible living (or unliving) puppets to accomplish acts of wickedness that a swarm of insects could never attempt.

A hellwasp swarm's attack is treated as an evil-aligned weapon and a magic weapon for the purpose of overcoming damage reduction.

Distraction (Ex): Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Inhabit (Ex): A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

If a hellwasp swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using *dominate monster* on the victim. The hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour they inhabit a body. A body reduced to Constitution 0 is dead.

A hellwasp-inhabited creature is relatively easy to spot, since its skin crawls with the forms of insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. The swarm can attempt a Disguise check to conceal its inhabitation of a host, with a -4 penalty if currently inhabiting a Small host.

A *remove disease* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Hive Mind (Ex): Any hellwasp swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard hellwasp swarm) forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it

becomes mindless.

LOCUST SWARM

Diminutive Vermin (Swarm)

Hit Dice:	6d8–6 (21 hp)
Initiative:	+4
Speed:	10 ft. (2 squares), fly 30 ft. (poor)
Armor Class:	18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple:	+4/—
Attack:	Swarm (2d6)
Full Attack:	Swarm (2d6)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2
Skills:	Listen +4, Spot +4
Feats:	—
Environment:	Temperate plains
Organization:	Solitary, cloud (2–7 swarms), or plague (11–20 swarms)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

A locust swarm is a cloud of thousands of winged vermin that devours any organic material in its path.

Combat

A locust swarm surrounds and attacks any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a locust swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A locust swarm has a +4 racial bonus on Listen and Spot checks.

RAT SWARM

Tiny Animal (Swarm)

Hit Dice:	4d8 (13 hp)
Initiative:	+2
Speed:	15 ft. (3 squares), climb 15 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+3/—
Attack:	Swarm (1d6 plus disease)
Full Attack:	Swarm (1d6 plus disease)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Disease, distraction
Special Qualities:	Half damage from slashing and piercing, low-light vision, scent, swarm traits
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10
Feats:	Alertness, Weapon Finesse
Environment:	Any
Organization:	Solitary, pack (2–4 swarms), or infestation (7–12 swarms)

Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

Combat

A rat swarm seeks to surround and attack any warm-blooded prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Disease (Ex): Filth fever—swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A rat swarm has a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat swarm can always choose to take 10 on all Climb checks, even if rushed or threatened. A rat swarm uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SPIDER SWARM

Diminutive Vermin (Swarm)

Hit Dice:	2d8 (9 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	17 (+4 size, +3 Dex), touch 17, flat-footed 14
Base Attack/Grapple:	+1/—
Attack:	Swarm (1d6 plus poison)
Full Attack:	Swarm (1d6 plus poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, poison
Special Qualities:	Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +11, Listen +4, Spot +4
Environment:	Warm forests
Organization:	Solitary, tangle (2–4 swarms), or colony (7–12 swarms)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	None

Level Adjustment:

Combat

A spider swarm seeks to surround and attack any living prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Skills: A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

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MONSTERS (T-Z)

TARRASQUE

Colossal Magical Beast

Hit Dice:	48d10+594 (858 hp)
Initiative:	+7
Speed:	20 ft. (4 squares)
Armor Class:	35 (-8 size, +3 Dex, +30 natural), touch 5, flat-footed 32
Base Attack/Grapple:	+48/+81
Attack:	Bite +57 melee (4d8+17/18–20/x3)
Full Attack:	Bite +57 melee (4d8+17/18–20/x3) and 2 horns +52 melee (1d10+8) and 2 claws +52 melee (1d12+8) and tail slap +52 melee (3d8+8)
Space/Reach:	30 ft./20 ft.
Special Attacks:	Augmented critical, frightful presence, improved grab, rush, swallow whole
Special Qualities:	Carapace, damage reduction 15/epic, immunity to fire, poison, disease, energy drain, and ability damage, regeneration 40, scent, spell resistance 32
Saves:	Fort +38, Ref +29, Will +20
Abilities:	Str 45, Dex 16, Con 35, Int 3, Wis 14, Cha 14
Skills:	Listen +17, Search +9, Spot +17, Survival +14 (+16 following tracks)
Feats:	Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Toughness (6)
Environment:	Any
Organization:	Solitary
Challenge Rating:	20
Treasure:	None
Alignment:	Always neutral
Advancement:	49+ HD (Colossal)
Level Adjustment:	—

The tarrasque is 70 feet long and 50 feet tall, and it weighs about 130 tons.

The tarrasque cannot speak.

COMBAT

The tarrasque attacks with its claws, teeth, horns, and tail.

The tarrasque's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

Augmented Critical (Ex): The tarrasque's bite threatens a critical hit on a natural attack roll of 18–20, dealing triple damage on a successful critical hit.

Frightful Presence (Su): The tarrasque can inspire terror by charging or attacking. Affected creatures must succeed on a DC 36 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the tarrasque. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, the tarrasque must hit a Huge or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Rush (Ex): Once per minute, the normally slow-moving tarrasque can move at a speed of 150 feet.

Swallow Whole (Ex): The tarrasque can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the tarrasque's digestive tract (AC 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The tarrasque's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Carapace (Ex): The tarrasque's armorlike carapace is exceptionally tough and highly reflective, deflecting all rays, lines,

cones, and even *magic missile* spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's spell resistance.

Regeneration (Ex): No form of attack deals lethal damage to the tarrasque. The tarrasque regenerates even if it fails a saving throw against a *disintegrate* spell or a death effect. If the tarrasque fails its save against a spell or effect that would kill it instantly (such as those mentioned above), the spell or effect instead deals nonlethal damage equal to the creature's full normal hit points +10 (or 868 hp). The tarrasque is immune to effects that produce incurable or bleeding wounds, such as mummy rot, a sword with the wounding special ability, or a clay golem's cursed wound ability.

The tarrasque can be slain only by raising its nonlethal damage total to its full normal hit points +10 (or 868 hit points) and using a *wish* or *miracle* spell to keep it dead.

If the tarrasque loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump.

Skills: The tarrasque has a +8 racial bonus on Listen and Spot checks.

TENDRICULOS

Huge Plant

Hit Dice:	9d8+54 (94 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	16 (-2 size, -1 Dex, +9 natural), touch 7, flat-footed 16
Base Attack/Grapple:	+6/+23
Attack:	Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4)
Full Attack:	Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Improved grab, paralysis, swallow whole
Special Qualities:	Low-light vision, plant traits, regeneration 10
Saves:	Fort +12, Ref +2, Will +4
Abilities:	Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3
Skills:	Hide +9, Listen +1, Move Silently +1, Spot +1
Feats:	Alertness, Iron Will, Power Attack, Stealthy
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	6
Treasure:	1/10th coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	10–16 HD (Huge); 17–27 HD (Gargantuan)

Level Adjustment: —

A tendriculos can rear up to a height of 15 feet. It weighs about 3,500 pounds.

Animals and other plant creatures are unnerved by the presence of a tendriculos; they avoid it and any place it has been within the last 24 hours.

COMBAT

Prowling deep forests or waiting in vegetated areas (looking like nothing more than a small hillock), a tendriculos attacks savagely, showing no fear. It attempts to swallow as much flesh as it can, as quickly as it can.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round. A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

THOQQUA

Medium Elemental (Earth, Extraplanar, Fire)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	18 (+1 Dex, +7 natural), touch 11, flat-footed 17
Base Attack/Grapple:	+2/+4
Attack:	Slam +4 melee (1d6+3 plus 2d6 fire)
Full Attack:	Slam +4 melee (1d6+3 plus 2d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Heat, burn
Special Qualities:	Darkvision 60 ft., elemental traits, immunity to fire, tremorsense 60 ft., vulnerability to cold
Saves:	Fort +4, Ref +2, Will +2
Abilities:	Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10
Skills:	Listen +5, Move Silently +3, Survival +3
Feats:	Alertness, Track
Environment:	Elemental Plane of Fire
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement:	4–9 HD (Large)
Level Adjustment:	—

A thoqua is about 1 foot in diameter and 4 to 5 feet long. It weighs about 200 pounds.

COMBAT

When a thoqua is disturbed, its first instinct is to attack. Its favored tactic is to spring directly at a foe, either by bursting out of the rock or by coiling up its body and launching itself like a spring. (Treat this as a charge, even though the thoqua does not need to move 10 feet before attacking.)

Heat (Ex): Merely touching or being touched by a thoqua automatically deals 2d6 fire damage.

Burn (Ex): When a thoqua hits with its slam attack, the opponent must succeed on a DC 12 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

TITAN

Huge Outsider (Chaotic, Extraplanar)

Hit Dice:	20d8+280 (370 hp)
Initiative:	+1
Speed:	40 ft. in half-plate armor (8 squares); base speed 60 ft.
Armor Class:	38 (-2 size, +19 natural, +11 +4 <i>half-plate armor</i>), touch 8, flat-footed 38
Base Attack/Grapple:	+20/+44
Attack:	Gargantuan +3 adamantine warhammer +37 melee (4d6+27/x3) or +3 javelin +22 ranged (2d6+19) or slam +34 (1d8+16)
Full Attack:	Gargantuan +3 adamantine warhammer +37/+32/+27/+22 melee (4d6+27/ 3) or +3 javelin +22 ranged (2d6+19) or 2 slams +34 (1d8+16)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Oversized weapon, spell-like abilities
Special Qualities:	Damage reduction 15/lawful, darkvision 60 ft., spell resistance 32
Saves:	Fort +26, Ref +13, Will +21
Abilities:	Str 43, Dex 12, Con 39, Int 21, Wis 28, Cha 24
Skills:	Balance +7, Bluff +19, Climb +22, Concentration +37, Craft (any one) +28, Diplomacy +11, Disguise +7 (+9 acting), Heal +20, Intimidate +32, Jump +38,

	Knowledge (any one) +28, Listen +32, Perform (oratory) +30, Sense Motive +32, Search +28, Spellcraft +17, Spot +32, Survival +9 (+11 following tracks), Swim +16
Feats:	Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Quicken Spell-Like Ability (<i>chain lightning</i>)
Environment:	A chaotic good-aligned plane
Organization:	Solitary or pair
Challenge Rating:	21
Treasure:	Double standard plus +4 half-plate armor and Gargantuan +3 adamantine warhammer
Alignment:	Always chaotic (any)
Advancement:	21–30 HD (Huge); 31–60 HD (Gargantuan)

Level Adjustment: —

A titan is about 25 feet tall and weighs about 14,000 pounds.

Titans speak Abyssal, Common, Celestial, Draconic, and Giant.

COMBAT

A titan's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Oversized Weapon (Ex): A titan wields a great, two-handed warhammer (big enough for Gargantuan creatures) without penalty.

Spell-Like Abilities: At will—*chain lightning* (DC 23), *charm monster* (DC 21), *cure critical wounds* (DC 21), *fire storm* (DC 24), *greater dispel magic*, *hold monster* (DC 22), *invisibility*, *invisibility purge*, *levitate*, *persistent image* (DC 22), *polymorph* (humanoid forms only, duration 1 hour); 3/day—*etherealness*, *word of chaos* (DC 22), *summon nature's ally IX*; 1/day—*gate*, *maze*, *meteor swarm* (DC 26). Caster level 20th. The save DCs are Charisma-based.

In addition, titans of good or neutral alignment can use the following additional spell-like abilities: At will—*daylight*, *holy smite* (DC 21), *remove curse* (DC 21); 1/day—*greater restoration*. Caster level 20th. The save DCs are Charisma-based.

Titans of evil alignment can use the following additional spell-like abilities: At will—*bestow curse* (DC 21), *deeper darkness*, *unholy blight* (DC 21); 1/day—*crushing hand* (DC 26). Caster level 20th. The save DCs are Charisma-based.

TACTICS ROUND-BY-ROUND

Titans enjoy combat and usually close with their foes. If that proves ineffective, they swiftly back off and pelt the foe with spell-like abilities and magical effects. Because of a titan's Quicken Spell-Like Ability feat, it can use *chain lightning* as a free action, and frequently attacks in melee while lashing out with this ability at the same time.

Prior to combat: Invisibility purge or invisibility.

Round 1: Charge and attempt to sunder the weapon of the most dangerous foe. Hurl *chain lightning* at opponents standing away from the fight.

Round 2: Full attack against the disarmed opponent, and hurl *chain lightning* at other opponents.

Round 3: Back away from first opponent and use *maze* or *meteor swarm* on any spellcaster causing trouble.

Round 4: Sunder the weapon of the next most effective combatant, or use *greater dispel magic* on all nearby opponents.

Round 5: Full attack against any nearby opponent, or use *fire storm*.

Use another quickened *chain lightning* if foes seem really dangerous.

A titan usually reserves its *gate* and *etherealness* abilities to escape a fight that is not going well.

TOJANIDA

	Juvenile Tojanida	Adult Tojanida	Elder Tojanida
	Small Outsider (Extraplanar, Water)	Medium Outsider (Extraplanar, Water)	Large Outsider (Extraplanar, Water)
Hit Dice:	3d8+6 (19 hp)	7d8+14 (45 hp)	15d8+60 (127 hp)
Initiative:	+1	+1	+1
Speed:	10 ft. (2 squares), swim 90 ft.	10 ft. (2 squares), swim 90 ft.	10 ft. (2 squares), swim 90 ft.
Armor Class:	22 (+1 size, +1 Dex, +10 natural), touch 12, flat-footed 21	23 (+1 Dex, +12 natural), touch 11, flat-footed 22	24 (-1 size, +1 Dex, +14 natural), touch 10, flat-footed 23
Base	+3/+1	+7/+10	+15/+25
Attack/Grapple:			
Attack:	Bite +6 melee (2d6+2)	Bite +10 melee (2d8+3)	Bite +20 melee (4d6+6)
Full Attack:	Bite +6 melee (2d6+2) and 2 claws +1 melee (1d4+1)	Bite +10 melee (2d8+3) and 2 claws +5 melee (1d6+1)	Bite +20 melee (4d6+6) and 2 claws +15 melee (1d8+3)

Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab, ink cloud	Improved grab, ink cloud	Improved grab, ink cloud
Special Qualities:	All-around vision, darkvision 60 ft., immunity to acid and cold, resistance to	All-around vision, darkvision 60 ft., immunity to acid and cold, electricity 10 and fire 10	All-around vision, darkvision 60 ft., resistance to electricity 10 and fire 10 immunity to acid and cold, resistance to electricity 10 and fire 10
Saves:	Fort +5, Ref +4, Will +4	Fort +7, Ref +6, Will +6	Fort +13, Ref +10, Will +10
Abilities:	Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 9	Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 9	Str 22, Dex 13, Con 19, Int 10, Wis 12, Cha 9
Skills:	Diplomacy +1, Escape Artist +7, Hide +11, Knowledge (the planes) +6, Listen +7, Search +6, Spot +9, Sense Motive +7, Survival +1 (+3 other planes and following tracks), Swim +10, Use Rope +1 (+3 with bindings)	Diplomacy +1, Escape Artist +11, Hide +11, Knowledge (the planes) +6, Listen +11, Search +14, Sense Motive +11, Spot +15, Survival +1 (+3 other planes and following tracks), Swim +11, Use Rope+1 (+3 with bindings)	Escape Artist +19, Hide +15, Intimidate +17, Knowledge (the Planes) +18, Listen +21, Search +22, Sense Motive +17, Spot +25, Survival +1 (+3 other planes and following tracks), Swim +14, Use Rope+1 (+3 with bindings)
Feats:	Blind-Fight, Dodge	Blind-Fight, Dodge, Power Attack	Alertness, Blind-Fight, Cleave, Dodge, Improved Sunder, Power Attack
Environment:	Elemental Plane of Water	Elemental Plane of Water	Elemental Plane of Water
Organization:	Solitary or clutch (2–4)	Solitary or clutch (2–4)	Solitary or clutch (2–4)
Challenge Rating:	3	5	9
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4–6 HD (Small)	8–14 HD (Medium)	16–24 HD (Large); 25–45 HD (Huge)

Level Adjustment: — — —

A tojanida's shell is blue-green in color. Inside the shell is a fleshy body from which extend seven stalks. Four of these stalks have paddles for locomotion, two are tipped with claws, and one bears the creature's head. Eight vents in the shell, four at each end, allow the tojanida to thrust its stalks out in whatever configuration it finds convenient.

A juvenile tojanida is up to 25 years old. It has a shell about 3 feet long, and it weighs about 60 pounds. An adult is aged 26 to 80. Its shell is about 6 feet long, and it weighs about 220 pounds. An elder can reach 150 years of age. It has a shell about 9 feet long, and it weighs about 500 pounds.

Tojanidas speak Aquan and can be loquacious, but usually only on the subject of food.

COMBAT

Improved Grab (Ex): To use this ability, a tojanida must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at its swim speed (but it cannot run). A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

Ink Cloud (Ex): A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to *fog cloud* cast by an individual of a level equal to the tojanida's Hit Dice. Out of water, the ink emerges in a stream up to 30 feet long, which a tojanida can squirt into an opponent's eyes. The affected creature must succeed on a Reflex save or be blinded for 1 round. The save DC is 13 against a juvenile, 15 against an adult, and 21 against an elder. The save DCs are Constitution based.

All-Around Vision (Ex): The multiple apertures in a tojanida's shell allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking a tojanida.

Skills: A tojanida has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

TREANT

Huge Plant

Hit Dice:	7d8+35 (66 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	20 (-2 size, -1 Dex, +13 natural), touch 7, flat-footed 20
Base Attack/Grapple:	+5/+22
Attack:	Slam +12 melee (2d6+9)
Full Attack:	2 slams +12 melee (2d6+9)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Animate trees, double damage against objects, trample 2d6+13
Special Qualities:	Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire
Saves:	Fort +10, Ref +1, Will +7
Abilities:	Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12
Skills:	Diplomacy +3, Hide -9*, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground)
Feats:	Improved Sunder, Iron Will, Power Attack
Environment:	Temperate forests
Organization:	Solitary or grove (4-7)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	8-16 HD (Huge); 17-21 HD (Gargantuan)
Level Adjustment:	+5

A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree.

A treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds.

Treants speak their own language, plus Common and Sylvan. Most also can manage a smattering of just about all other humanoid tongues—at least enough to say "Get away from my trees!"

COMBAT

Treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests. If sorely pressed, they animate trees as reinforcements.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects.

Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Trample (Ex): Reflex DC 22 half. The save DC is Strength-based. Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

TRITON

Medium Outsider (Native, Water)

Hit Dice:	3d8+3 (16 hp)
Initiative:	+0
Speed:	5 ft. (1 square), swim 40 ft.
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+3/+4
Attack:	Trident +4 melee (1d8+1) or heavy crossbow +3 ranged (1d10/19-20)
Full Attack:	Trident +4 melee (1d8+1) or heavy crossbow +3 ranged (1d10/19-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +3, Will +4

Abilities:	Str 12, Dex 10, Con 12, Int 13, Wis 13, Cha 11
Skills:	Craft (any one) +7, Diplomacy +2, Hide +6, Listen +7, Move Silently +6, Ride +6, Search +7, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks), Swim +9
Feats:	Mounted Combat, Ride-By Attack
Environment:	Temperate aquatic
Organization:	Company (2–5), squad (6–11), or band (20–80)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral good
Advancement:	4–9 HD (Medium)
Level Adjustment:	+2

A triton has silvery skin that fades into silver-blue scales on the lower half of its body. A triton's hair is deep blue or blue-green.

A triton is about the same size and weight as a human. Tritons speak Common and Aquan.

COMBAT

The reclusive tritons prefer to avoid combat, but they fiercely defend their homes. They attack with either melee or ranged weapons as the circumstances warrant. When encountered outside their lair, they are 90% likely to be mounted on friendly sea creatures such as porpoises.

Spell-Like Abilities: 1/day—*summon nature's ally* IV. Caster level 7th. Tritons often choose water elementals for their companions.

Skills: A triton has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

TROGLODYTE

Medium Humanoid (Reptilian)

Hit Dice:	2d8+4 (13 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	15 (-1 Dex, +6 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+1/+1
Attack:	Club +1 melee (1d6) or claw +1 melee (1d4) or javelin +1 ranged (1d6)
Full Attack:	Club +1 melee (1d6) and claw -1 melee (1d4) and bite -1 melee (1d4); or 2 claws +1 melee (1d4) and bite -1 melee (1d4); or javelin +1 ranged (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Stench
Special Qualities:	Darkvision 90 ft.
Saves:	Fort +5, Ref -1, Will +0
Abilities:	Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10
Skills:	Hide +5*, Listen +3
Feats:	Multiattack ^B , Weapon Focus (javelin)
Environment:	Underground
Organization:	Clutch (2–5), squad (6–11 plus 1–2 monitor lizards), or band (20–80 plus 20% noncombatants plus 3–13 monitor lizards)
Challenge Rating:	1
Treasure:	50% coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

A troglodyte stands about 5 feet tall and weighs about 150 pounds.

Troglodytes speak Draconic.

COMBAT

Half of a group of troglodytes are armed only with claws and teeth; the rest carry one or two javelins and clubs. They normally conceal themselves, launch a volley of javelins, then close to attack. If the battle goes against them, they retreat and attempt to hide.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Skills: The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. *In rocky or underground settings, this bonus improves to +8.

TROGLODYTE CHARACTERS

Troglodyte characters possess the following racial traits.

— -2 Dexterity, +4 Constitution, -2 Intelligence.

— Medium size.

— A troglodyte's base land speed is 30 feet.

— Darkvision out to 90 feet.

— Racial Hit Dice: A troglodyte begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.

— Racial Skills: A troglodyte's humanoid levels give it skill points equal to $5 \times (2 + \text{Int modifier, minimum 1})$. Its class skills are Hide and Listen. Troglodytes have a +4 racial bonus on Hide checks (+8 in rocky or underground surroundings).

— Racial Feats: A troglodyte's humanoid levels give it one feat. A troglodyte receives Multiattack as a bonus feat.

— +6 natural armor bonus.

— Natural Weapons: 2 claws (1d4) and bite (1d4).

— Special Attacks (see above): Stench.

— Automatic Languages: Draconic. Bonus Languages: Common, Giant, Goblin, Orc.

— Favored Class: Cleric.

— Level adjustment +2.

TROLL

Troll		Troll Hunter, 6th-Level Ranger
	Large Giant	Large Giant
Hit Dice:	6d8+36 (63 hp)	6d8+6d8+72 (130 hp)
Initiative:	+2	+1
Speed:	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14	21 (-1 size, +1 Dex, +6 natural, +5 +1 chain shirt), touch 10, flat-footed 20
Base	+4/+14	+10/+21
Attack/Grapple:		
Attack:	Claw +9 melee (1d6+6)	Claw +16 melee (1d6+7) or +1 battleaxe +17 melee (2d6+8/x3) or javelin +10 ranged (1d8+7)
Full Attack:	2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3)	2 claws +16 melee (1d6+7) and bite +11 melee (1d6+3); or +1 battleaxe +17/+12 melee (2d6+8/x3) and claw +12 melee (1d6+3) and bite +12 (1d6+3); or javelin +10 ranged (1d8+7)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Rend 2d6+9	Rend 2d6+10, spells
Special Qualities:	Darkvision 90 ft., low-light vision, regeneration 5, scent	Darkvision 90 ft., favored enemy elves (+4), favored enemy humans (+2), low-light vision, regeneration 5, scent, wild empathy
Saves:	Fort +11, Ref +4, Will +3	Fort +16, Ref +8, Will +8
Abilities:	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6	Str 25, Dex 12, Con 22, Int 10, Wis 15, Cha 10
Skills:	Listen +5, Spot +6	Knowledge (nature) +6, Knowledge (dungeoneering) +6, Listen +13, Move Silently

		+9, Search +6, Spot +13, Survival +11 (+13 above- or underground and following tracks)
Feats:	Alertness, Iron Will, Track	Alertness, Cleave, Endurance ^B , Improved Natural Armor, Improved Two-Weapon Fighting ^B , Iron Will, Power Attack, Track ^B , Two-Weapon Fighting ^B
Environment:	Cold mountains (Scrag: Cold aquatic)	Cold mountains
Organization:	Solitary or gang (2–4)	Solitary
Challenge Rating:	5	11
Treasure:	Standard	Standard
Alignment:	Usually chaotic evil	Usually chaotic evil
Advancement:	By character class	—
Level	+5	+5
Adjustment:		

Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile.

A typical adult troll stands 9 feet tall and weighs 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray.

Trolls speak Giant.

COMBAT

Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

SCRAG

These cousins of the troll have the aquatic subtype. They dwell in any body of water in any climate. They have a base land speed of 20 feet and a swim speed of 40 feet and are found only in aquatic environments. They regenerate only if mostly immersed in water.

TROLL HUNTER

Some trolls, more cunning than most, are not satisfied with merely eating civilized beings but train to hunt them relentlessly. These troll hunters are fearsome rangers who focus on slaying and devouring humanoid prey.

COMBAT

A troll hunter makes full use of its scent ability to track its favored enemies and generally prefers to hunt in darkness. The troll hunter uses its limited repertoire of spells to protect itself from damaging forms of energy and to immobilize enemies.

Typical Ranger Spells Prepared (2; save DC 12 + spell level): 1st—entangle, resist energy.

TROLLS AS CHARACTERS

Troll characters possess the following racial traits.

— +12 Strength, +4 Dexterity, +12 Constitution, –4 Intelligence (minimum 3), –2 Wisdom, –4 Charisma.

— Large size. –1 penalty to Armor Class, –1 penalty on attack rolls, –4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

— Space/Reach: 10 feet/10 feet.

— A troll's base land speed is 30 feet.

— Darkvision out to 60 feet and low-light vision.

— Racial Hit Dice: A troll begins with six levels of giant, which provide 6d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +5, Ref +2, and Will +2.

— Racial Skills: A troll's giant levels give it skill points equal to 9 x (2 + Int modifier, minimum 1). Its class skills are Listen and Spot.

— Racial Feats: A troll's giant levels give it three feats.

— +5 natural armor bonus.

- Natural Weapons: Claw (1d6) and bite (1d6).
- Special Attacks (see above): Rend, damage 2d6 + 1-1/2 times Str modifier.
- Special Qualities: Regeneration 5, scent.
- Automatic Languages: Giant. Bonus Languages: Common, Orc.
- Favored Class: Fighter.
- Level adjustment +5.

UNICORN

Unicorn	Celestial Charger, 7th-Level Cleric
Large Magical Beast	Large Magical Beast
Hit Dice: 4d10+20 (42 hp)	8d10+7d8+75 (155 hp)
Initiative: +3	+4
Speed: 60 ft. (12 squares)	60 ft. (12 squares)
Armor Class: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15	24 (-1 size, +4 Dex, +6 natural, +5 <i>bracers of armor</i> +5), touch 13, flat-footed 20
Base +4/+13	+13/+24
Attack/Grapple :	
Attack: Horn +11 melee (1d8+8)	Horn +22 melee (1d8+10)
Full Attack: Horn +11 melee (1d8+8) and 2 hooves +3 melee (1d4+2)	Horn +22 melee (1d8+10) and 2 hooves +14 melee (1d4+3)
Space/Reach: 10 ft./5 ft.	10 ft./5 ft.
Special Attacks: —	Turn undead 13/day, smite evil, spells
Special Qualities: Darkvision 60 ft., magic circle against evil, spell-like abilities, immunity to poison, charm, and compulsion, low-light vision, scent, wild empathy	Damage reduction 10/magic, darkvision 60 ft., immunity to poison, charm, and compulsion, low-light vision, magic circle against evil, resistance to acid 10, cold 10, and electricity 10, scent, spell-like abilities, spell resistance 20, wild empathy
Saves: Fort +9, Ref +7, Will +6	Fort +16, Ref +12, Will +15
Abilities: Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24	Str 24, Dex 18, Con 20, Int 13, Wis 27, Cha 22
Skills: Jump +21, Listen +11, Move Silently +9, Spot +11, Survival +8*	Concentration +11, Knowledge (nature) +9, Knowledge (religion) +8, Listen +15, Move Silently +12, Spellcraft +5, Spot +15, Survival +15 (+17 aboveground)*
Feats: Alertness, Skill Focus (Survival)	Alertness, Combat Casting, Extra Turning, Improved Turning, Run, Skill Focus (Survival)
Environment: Temperate forests	A chaotic good plane
Organization: Solitary, pair, or grace (3–6)	Solitary
Challenge Rating: 3	13
Treasure: None	None
Alignment: Always chaotic good	Always chaotic good
Advancement: 5–8 HD (Large)	By character class
Level +4 (cohort)	+8 (cohort)

Adjustment:

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard.

A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.

Unicorns speak Sylvan and Common.

COMBAT

Unicorns normally attack only when defending themselves or their forests. They either charge, impaling foes with their horns like lances, or strike with their hooves. The horn is a +3 magic weapon, though its power fades if removed from the unicorn.

Magic Circle against Evil (Su): This ability continuously duplicates the effect of the spell. A unicorn cannot suppress this ability.

Spell-Like Abilities: Unicorns can use *detect evil* at will as a free action.

Once per day a unicorn can use *greater teleport* to move anywhere within its home. It cannot teleport beyond the forest

boundaries nor back from outside.

A unicorn can use *cure light wounds* three times per day and *cure moderate wounds* once per day (caster level 5th) by touching a wounded creature with its horn. Once per day it can use *neutralize poison* (DC 21, caster level 8th) with a touch of its horn. The save DC is Charisma-based.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a unicorn has a +6 racial bonus on the check.

Skills: Unicorns have a +4 racial bonus on Move Silently checks. *Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

CELESTIAL CHARGER

The celestial charger described here is an 8 HD celestial unicorn with seven levels of cleric.

COMBAT

The save DC for this celestial charger's *neutralize poison* ability (DC 20) is adjusted for its greater Hit Dice and altered Charisma score.

A celestial charger's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Smite Evil (Su): Once per day a celestial charger can make a normal melee attack to deal 15 points of extra damage against an evil foe.

Cleric Spells Prepared (6/7/6/5/4; save DC 18 + spell level): 0—*detect magic, detect poison* (2), *light, virtue* (2); 1st—*bless* (2), *calm animals**, *obscuring mist, remove fear, sanctuary, shield of faith*; 2nd—*aid** (2), *animal messenger, lesser restoration, remove paralysis, shield other*; 3rd—*prayer, protection from energy, remove curse, searing light* (2); 4th—*air walk, divine power, holy smite*, restoration*.

*Domain spell. Domains: Animal and Good.

VAMPIRE

Vampires appear just as they did in life, although their features are often hardened and feral, with the predatory look of wolves.

Like liches, they often embrace finery and decadence and may assume the guise of nobility. Despite their human appearance, vampires can be easily recognized, for they cast no shadows and throw no reflections in mirrors.

Vampires speak any languages they knew in life.

CREATING A VAMPIRE

"Vampire" is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the base creature).

A vampire uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead (augmented humanoid or monstrous humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water (see below).

Armor Class: The base creature's natural armor bonus improves by +6.

Attack: A vampire retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the vampire retains this ability. A creature with natural weapons retains those natural weapons. A vampire fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A vampire armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A vampire fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Vampires have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the vampire's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8

Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of $10 + 1/2$ vampire's HD + vampire's Cha modifier unless noted otherwise.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Special Qualities: A vampire retains all the special qualities of the base creature and gains those described below.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a vampire has no Constitution score.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Feats: Vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, gang (3–5), or troupe (1–2 plus 2–5 vampire spawn)

Challenge Rating: Same as the base creature +2.

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

Vampire Weaknesses

For all their power, vampires have a number of weaknesses.

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a standard action.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire: Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Vampire Characters

Vampires are always evil, which causes characters of certain classes to lose some class abilities. In addition, certain classes take additional penalties.

Clerics: Vampire clerics lose their ability to turn undead but gain the ability to rebuke undead. This ability does not affect the vampire's controller or any other vampires that a master controls. A vampire cleric has access to two of the following domains: Chaos, Destruction, Evil, or Trickery.

Sorcerers and Wizards: Vampire sorcerers and wizards retain their class abilities, but if a character has a familiar other than a rat or bat, the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a rat or bat.

VAMPIRE SPAWN

Medium Undead

Hit Dice:	4d12+3 (29 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+5
Attack:	Slam +5 melee (1d6+4 plus energy drain)
Full Attack:	Slam +5 melee (1d6+4 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, domination, energy drain
Special Qualities:	+2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits
Saves:	Fort +1, Ref +5, Will +5
Abilities:	Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14
Skills:	Bluff +6, Climb +8, Craft or Profession (any one) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11
Feats:	Alertness ^B , Improved Initiative ^B , Lightning Reflexes ^B , Skill Focus (selected Craft or Profession skill), Toughness
Environment:	Any
Organization:	Solitary or pack (2–5)

Challenge Rating:	4
Treasure:	Standard
Alignment:	Always evil (any)
Advancement:	—
Level Adjustment:	—

Vampire spawn are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves. Vampire spawn appear much as they did in life, although their features are often hardened, with a predatory look.

Vampire spawn speak Common.

COMBAT

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Blood Drain (Ex): A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su): A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5thlevel caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex): A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire spawn can assume *gaseous form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Skills: Vampire spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

VAMPIRE SPAWN WEAKNESSES

Vampire spawn are vulnerable to all attacks and effects that repel or slay vampires. For details, see the Vampire entry.

VARGOUILLE

Small Outsider (Evil, Extraplanar)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	Fly 30 ft. (good) (6 squares)
Armor Class:	12 (+1 size, +1 Dex), touch 11, flat-footed 11
Base Attack/Grapple:	+1/-3
Attack:	Bite +3 melee (1d4 plus poison)
Full Attack:	Bite +3 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Shriek, kiss, poison
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8
Skills:	Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5
Feats:	Weapon Finesse
Environment:	An evil-aligned plane
Organization:	Cluster (2–5) or mob (6–11)
Challenge Rating:	2
Treasure:	None

Alignment:	Always neutral evil
Advancement:	2–3 HD (Small)

Level Adjustment: —

A vargouille is slightly larger than a human head, about 18 inches high, with a wingspan of 4 feet. It weighs about 10 pounds. Vargouilles speak Infernal.

COMBAT

Vargouilles attack by biting with their jagged teeth. Their special attacks make them even more dangerous. A vargouille's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires *remove disease*. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

WIGHT

Medium Undead

Hit Dice:	4d12 (26 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+3
Attack:	Slam +3 melee (1d4+1 plus energy drain)
Full Attack:	Slam +3 melee (1d4+1 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Create spawn, energy drain
Special Qualities:	Darkvision 60 ft., undead traits
Saves:	Fort +1, Ref +2, Will +5
Abilities:	Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15
Skills:	Hide +8, Listen +7, Move Silently +16, Spot +7
Feats:	Alertness, Blind-Fight
Environment:	Any
Organization:	Solitary, pair, gang (3–5), or pack (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful evil
Advancement:	5–8 HD (Medium)

Level Adjustment: —

A wight's appearance is a weird and twisted reflection of the form it had in life. A wight is about the height and weight of a human.

Wights speak Common.

COMBAT

Wights attack by hammering with their fists.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.
Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

WILL-O'-WISP

Small Aberration (Air)

Hit Dice:	9d8 (40 hp)
Initiative:	+13
Speed:	Fly 50 ft. (perfect) (10 squares)
Armor Class:	29 (+1 size, +9 Dex, +9 deflection), touch 29, flat-footed 20
Base Attack/Grapple:	+6/-3
Attack:	Shock +16 melee touch (2d8 electricity)
Full Attack:	Shock +16 melee touch (2d8 electricity)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., immunity to magic, natural invisibility
Saves:	Fort +3, Ref +12, Will +9
Abilities:	Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12
Skills:	Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks)
Feats:	Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse ^B
Environment:	Temperate marshes
Organization:	Solitary, pair, or string (3–4)
Challenge Rating:	6
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	10–18 HD (Small)
Level Adjustment:	—

Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch.

Will-o'-wisps speak Common and Auran. They have no vocal apparatus but can vibrate to create a voice with a ghostly sound.

COMBAT

Will-o'-wisps usually avoid combat. They prefer to confuse and bewilder adventurers, luring them into morasses or other hazardous places. When they are forced to fight, they loose small electrical shocks, which act as melee touch attacks.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

WINTER WOLF

Large Magical Beast (Cold)

Hit Dice:	6d10+18 (51 hp)
Initiative:	+5
Speed:	50 ft. (10 squares)
Armor Class:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6/+14
Attack:	Bite +9 melee (1d8+6 plus 1d6 cold)

Full Attack:	Bite +9 melee (1d8+6 plus 1d6 cold)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Breath weapon, freezing bite, trip
Special Qualities:	Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire
Saves:	Fort +8, Ref +6, Will +3
Abilities:	Str 18, Dex 13, Con 16, Int 9, Wis 13, Cha 10
Skills:	Hide -1*, Listen +6, Move Silently +7, Spot +6, Survival +1*
Feats:	Alertness, Improved Initiative, Track
Environment:	Cold forests
Organization:	Solitary, pair, or pack (3–5)
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral evil
Advancement:	7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	+3 (cohort)

A winter wolf grows about 8 feet long and stands about 4-1/2 feet at the shoulder. It weighs about 450 pounds.

Winter wolves can speak Giant and Common.

COMBAT

Winter wolves typically hunt in packs. Their size, cunning, and formidable breath weapon allow them to hunt and kill creatures much larger than themselves. A pack usually circles an opponent, each wolf attacking in turn to exhaust it. If they're in a hurry, white wolves try to pin their foes.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d6 cold, Reflex DC 16 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d6 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+8 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks. *Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

WORG

Medium Magical Beast

Hit Dice:	4d10+8 (30 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+4/+7
Attack:	Bite +7 melee (1d6+4)
Full Attack:	Bite +7 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Darkvision 60 ft., low-light vision, scent
Saves:	Fort +6, Ref +6, Will +3
Abilities:	Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
Skills:	Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*
Feats:	Alertness, Track
Environment:	Temperate plains
Organization:	Solitary, pair, or pack (6–11)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Usually neutral evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	+1 (cohort)

A typical worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. It weighs 300 pounds. More intelligent than their smaller cousins, worgs speak their own language. Some can also speak Common and Goblin.

COMBAT

Mated pairs or packs work together to bring down large game, while lone worgs usually chase down creatures smaller than themselves. Both often use hit-and-run tactics to exhaust their quarry. A pack usually circles a larger opponent: Each wolf attacks in turn, biting and retreating, until the creature is exhausted, at which point the pack moves in for the kill. If they get impatient or heavily outnumber the opponent, worgs attempt to pin it.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

WRAITH

	Wraith	Dread Wraith
	Medium Undead (Incorporeal)	Large Undead (Incorporeal)
Hit Dice:	5d12 (32 hp)	16d12 (104 hp)
Initiative:	+7	+13
Speed:	Fly 60 ft. (good) (12 squares)	Fly 60 ft. (good) (12 squares)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 12	25 (-1 size, +9 Dex, +7 deflection), touch 25, flat-footed 16
Base	+2/—	+8/—
Attack/Grapple:		
Attack:	Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)	Incorporeal touch +16 melee (2d6 plus 1d8 Constitution drain)
Full Attack:	Incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain)	Incorporeal touch +16 melee (2d6 plus 1d8 Constitution drain)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Constitution drain, create spawn	Constitution drain, create spawn
Special Qualities:	Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura	Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura
Saves:	Fort +1, Ref +4, Will +6	Fort +5, Ref +14, Will +14
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15	Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24
Skills:	Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)	Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks)
Feats:	Alertness ^B , Blind-Fight, Combat Reflexes, Improved Initiative ^B	Alertness ^B , Blind-Fight, Combat Reflexes, Dodge, Improved Initiative ^B , Improved Natural Attack (incorporeal touch), Mobility, Spring Attack
Environment:	Any	Any
Organization:	Solitary, gang (2–5), or pack (6–11)	Solitary
Challenge Rating:	5	11
Treasure:	None	None
Alignment:	Always lawful evil	Always lawful evil
Advancement:	6–10 HD (Medium)	17–32 HD (Large)
Level Adjustment:	—	—

Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance does not affect the creature's AC or combat abilities but only reflects the shape it had in life.

A wraith is about as tall as a human, while a dread wraith is roughly the size of an ogre. Since both are incorporeal, they are weightless.

Wraiths speak Common and Infernal.

COMBAT

Both the wraith and the dread wraith share the following abilities.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

WRAITH

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

DREAD WRAITH

The oldest and most malevolent wraiths lurk in the depths of forgotten temples and other forsaken places. They can sense the approach of living creatures, and hunger for them. Despite its size, the dread wraith possesses unearthly quickness, and makes use of its Spring Attack feat and natural reach to strike with deadly effect and melt back into the shadows—or the walls.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

WYVERN

Large Dragon

Hit Dice:	7d12+14 (59 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), fly 60 ft. (poor)
Armor Class:	18 (−1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+7/+15
Attack:	Sting +10 melee (1d6+4 plus poison) or talon +10 melee (2d6+4) or bite +10 melee (2d8+4)
Full Attack:	Sting +10 melee (1d6+4 plus poison) and bite +8 melee (2d8+4) and 2 wings +8 melee (1d8+2) and 2 talons +8 melee (2d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison, improved grab
Special Qualities:	Darkvision 60 ft., immunity to <i>sleep</i> and paralysis, low-light vision, scent
Saves:	Fort +7, Ref +6, Will +6
Abilities:	Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9
Skills:	Hide +7, Listen +13, Move Silently +11, Spot +16
Feats:	Ability Focus (poison), Alertness, Flyby Attack, Multiattack ^B
Environment:	Warm hills
Organization:	Solitary, pair, or flight (3–6)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	8–10 HD (Huge); 11–21 HD (Gargantuan)
Level Adjustment:	—

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton.

Wyverns speak Draconic, but usually don't bother with anything more elaborate than a loud hiss or a deep-throated growl much like that of a bull alligator.

COMBAT

Wyverns are rather stupid but always aggressive: They attack nearly anything that isn't obviously more powerful than themselves. A wyvern dives from the air, snatching the opponent with its talons and stinging it to death. A wyvern can slash with its talons only when making a flyby attack.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Skills: Wyverns have a +3 racial bonus on Spot checks.

XILL

Medium Outsider (Extraplanar)

Hit Dice:	5d8+10 (32 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	20 (+3 Dex, +7 natural), touch 13, flat-footed 17
Base Attack/Grapple:	+5/+7
Attack:	Short sword +7 melee (1d6+2/19–20) or claw +7 melee (1d4+2) or longbow +8 ranged (1d8/x3)
Full Attack:	2 short swords +5 melee (1d6+2/19–20, 1d6+1/19–20) and 2 claws +5 melee (1d4+1); or 4 claws +5 melee (1d4+2, 1d4+1); or 2 longbows +4 ranged (1d8/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Implant, improved grab, paralysis
Special Qualities:	Darkvision 60 ft., planewalk, spell resistance 21
Saves:	Fort +6, Ref +7, Will +5
Abilities:	Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11
Skills:	Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings)
Feats:	Improved Initiative, Multiattack ^B , Multiweapon Fighting
Environment:	Ethereal Plane
Organization:	Solitary or gang (2–5)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	6–8 HD (Medium); 9–15 HD (Large)
Level Adjustment:	+4

A xill stands 4 to 5 feet tall and weighs about 100 pounds. Xills speak Infernal.

COMBAT

Xills are dangerous opponents, attacking with all four limbs. More civilized ones use weapons, usually fighting with two at a time so as to leave two claws free for grab attacks. Xills typically lie in wait on the Ethereal Plane for suitable prey to happen by, then ambush it using their planewalk ability. They make full use of their Tumble skill in combat: Usually, one or two distract physically powerful enemies by attacking, then assuming a defensive stance while their fellows maneuver to advantage.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A *remove disease* spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that

hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 14 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

Planewalk (Su): These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile. As a xill fades away, it becomes harder to hit: Opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can planewalk with a willing or helpless creature.

XORN

	Minor Xorn	Average Xorn	Elder Xorn
	Small Outsider (Extraplanar, Earth)	Medium Outsider (Extraplanar, Earth)	Large Outsider (Extraplanar, Earth)
Hit Dice:	3d8+9 (22 hp)	7d8+17 (48 hp)	15d8+63 (130 hp)
Initiative:	+0	+0	+0
Speed:	20 ft. (4 squares), burrow 20 ft.	20 ft. (4 squares), burrow 20 ft.	20 ft. (4 squares), burrow 20 ft.
Armor Class:	23 (+1 size, +12 natural), touch 11, flat-footed 23	24 (+14 natural), touch 10, flat-footed 24	25 (-1 size, +16 natural), touch 9, flat-footed 25
Attack:	Bite +6 melee (2d8+2)	Bite +10 melee (4d6+3)	Bite +21 melee (4d8+7)
Full Attack:	Bite +6 melee (2d8+2) and 3 claws +4 melee (1d3+1)	Bite +10 melee (4d6+3) and 3 claws +8 melee (1d4+1)	Bite +21 melee (4d8+7) and 3 claws +19 melee (1d6+3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	—	—	—
Special Qualities:	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.	All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.
Saves:	Fort +5, Ref +3, Will +3	Fort +7, Ref +5, Will +5	Fort +13, Ref +9, Will +9
Abilities:	Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10	Str 17, Dex 10, Con 15,	Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10 Int 10, Wis 11, Cha 10
Skills:	Hide +10, Intimidate +3, Knowledge (dungeoneering) +6, Listen +6, Move Silently +3, Search +6, Spot +8, Survival +6 (+8 following tracks or underground)	Hide +10, Intimidate +10, Knowledge(dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival+10 (+12 following tracks or underground)	Hide +14, Intimidate +18, Knowledge (dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival+18 (+20 following tracks or underground)
Feats:	Multiattack, Toughness	Cleave ^B , Multiattack, Power Attack, Toughness	Awesome Blow, Cleave ^B , Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness
Environment:	Elemental Plane of Earth	Elemental Plane of Earth	Elemental Plane of Earth
Organization:	Solitary, pair, or cluster (3–5)	Solitary, pair, or cluster (3–5)	Solitary, pair, or party (6–11)
Challenge Rating:	3	6	8
Treasure:	None	None	None
Alignment:	Usually neutral	Usually neutral	Usually neutral
Advancement:	4–6 HD (Small)	8–14 HD (Medium)	16–21 HD (Large); 22–45 HD (Huge)
Level Adjustment:	—	—	—

Minor xorns are about 3 feet tall and wide and weigh about 120 pounds. Average xorns are about 5 feet tall and wide, weighing about 600 pounds. Elder xorns are about 8 feet tall and wide and weigh about 9,000 pounds.

Xorns speak Common and Terran.

COMBAT

Xorns do not attack fleshly beings except to defend themselves or their property, since they cannot digest meat. Xorns are indifferent to creatures of the Material Plane—with the sole exception of anyone carrying a significant amount of precious metals or minerals, which xorns eat. They can smell food up to 20 feet away. A xorn can be quite aggressive when seeking food, especially on the Material Plane, where such sustenance is harder to find than it is on its native plane.

A xorn's favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly. Groups of xorns often send one of their number to the surface to negotiate for food while the remainder position themselves for a surprise attack.

All-Around Vision (Ex): A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

Earth Glide (Ex): A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

YETH HOUND

Medium Outsider (Extraplanar, Evil)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), fly 60 ft. (good)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple:	+3/+6
Attack:	Bite +6 melee (1d8+4)
Full Attack:	Bite +6 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Bay, trip
Special Qualities:	Damage reduction 10/silver, darkvision 60 ft., flight, scent
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
Skills:	Listen +11, Spot +11, Search +7, Survival +11 (+13 following tracks)*
Feats:	Improved Initiative, Track
Environment:	An evil-aligned plane
Organization:	Solitary, pair, or pack (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	4–6 HD (Medium); 7–9 HD (Large)
Level Adjustment:	+3 (cohort)

A yeth hound stands 5 feet tall at the shoulder and weighs about 400 pounds.

Yeth hounds cannot speak, but understand Infernal.

COMBAT

Yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it. A yeth hound's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 11 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Skills: *A yeth hound has a +4 racial bonus on Survival checks when tracking by scent.

YRTHAK

Huge Magical Beast	
Hit Dice:	12d10+36 (102 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), fly 60 ft. (average)
Armor Class:	18 (−2 size, +2 Dex, +8 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+12/+25
Attack:	Bite +15 melee (2d8+5) or sonic lance +12 ranged touch (6d6)
Full Attack:	Bite +15 melee (2d8+5) and 2 claws +13 melee (1d6+2); or sonic lance +12 ranged touch (6d6)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Sonic lance, explosion
Special Qualities:	Blindsight 120 ft., immunities, vulnerability to sonic
Saves:	Fort +11, Ref +10, Will +5
Abilities:	Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 11
Skills:	Listen +12, Move Silently +10
Feats:	Endurance, Flyby Attack, Improved Initiative, Multiattack, Snatch
Environment:	Temperate mountains
Organization:	Solitary or clutch (2–4)
Challenge Rating:	9
Treasure:	None
Alignment:	Often neutral
Advancement:	13–16 HD (Huge); 17–36 HD (Gargantuan)

Level Adjustment:

—

A yrthak is blind. It senses sound and movement by means of a special organ on its long tongue. It emits powerfully focused beams of sound from the protrusion on its head. The creature is a yellowish-green color, with the wings and fin being more yellow and the head and body more green. The teeth are yellow.

A yrthak is about 20 feet long, with a wingspan of 40 feet. It weighs about 5,000 pounds.

Despite their intelligence, yrthaks do not speak.

COMBAT

A yrthak prefers to attack from the air, strafing the ground with sonic attacks or snatching up and dropping prey.

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60 feet long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds, and never on the round following a sonic lance attack.

Blindsight (Ex): A yrthak can ascertain all foes within 120 feet. Beyond that range it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.

Immunities: Yrthaks have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: Yrthaks have a +4 racial bonus on Listen checks.

ZOMBIE

Zombies are corpses reanimated through dark and sinister magic.

Because of their utter lack of intelligence, the instructions given to a newly created zombie must be very simple.

CREATING A ZOMBIE

“Zombie” is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead. It retains any subtypes except alignment subtypes and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and raise them to d12s. If the base creature has more than 10 Hit Dice (not counting those gained with experience), it can't be made into a zombie with the *animate dead* spell.

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: Natural armor bonus increases by a number based on the zombie's size:

Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Base Attack: A zombie has a base attack bonus equal to 1/2 its Hit Dice.

Attacks: A zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the zombie's size. (Use the base creature's slam damage if it's better.)

Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A zombie retains none of the base creature's special attacks.

Special Qualities: A zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A zombie gains the following special quality.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: A zombie's Strength increases by +2, its Dexterity decreases by 2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A zombie has no skills.

Feats: A zombie loses all feats of the base creature and gains Toughness.

Environment: Any land and underground.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
1/2	1/8
1	1/4
2	1/2
4	1
6	2
8–10	3
12–14	4
15–16	5
18–20	6

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature, but double Hit Dice (maximum 20), or — if the base creature advances by character class.

Level Adjustment: —.

	Kobold Zombie	Human Commoner Zombie	Troglodyte Zombie
	Small Undead	Medium Undead	Medium Undead
Hit Dice:	2d12+3 (16 hp)	2d12+3 (16 hp)	4d12+3 (29 hp)
Initiative:	+0	-1	-2
Speed:	30 ft. (6 squares; can't run)	30 ft. (6 squares; can't run)	30 ft. (6 squares; can't run)

Armor Class:	13 (+1 size, +2 natural), touch 11, flat-footed 13	11 (-1 Dex, +2 natural), touch 9, flat-footed 11	16 (-2 Dex, +8 natural), touch 8, flat-footed 16
Base	+1/-4	+1/+2	+2/+3
Attack/Grapple:			
Attack:	Spear+1 melee (1d6-1/x3) or slam +1 melee (1d4-1) or light crossbow +2 ranged (1d6/19-20)	Slam+2 melee (1d6+1) or club +2 melee (1d6+1)	Greatclub +3 melee (1d10+1) or bite +3 melee (1d4+1) or slam +3 melee (1d6+1) or javelin +0 ranged (1d6+1)
Full Attack:	Spear +0 melee (1d6-1/x3) or slam +0 melee (1d4-1) or light crossbow +1 ranged (1d6/19-20)	Slam+2 melee, (1d6+1) or club +2 melee (1d6+1)	Greatclub +3 melee (1d10+1) or bite +3 melee (1d4+1) or slam +3 melee (1d6+1) or javelin +0 ranged (1d6+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft	5 ft./5 ft
Special Attacks:	—	—	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +0, Ref +0, Will +3	Fort +0, Ref -1, Will +3	Fort +1, Ref -1, Will +4
Abilities:	Str 8, Dex 11, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 7, Con —, Int —, Wis 10, Cha 1
Skills:	—	—	—
Feats:	Toughness	Toughness	Toughness
Environment:	Temperate forests	Any	Underground
Organization:	Any	Any	Any
Challenge Rating:	1/2	1/2	1
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	None	None	None
Level Adjustment:	—	—	—

	Bugbear Zombie	Ogre Zombie	Minotaur Zombie
	Medium Undead	Large Undead	Large Undead
Hit Dice:	6d12+3 (42 hp)	8d12+3 (55 hp)	12d8+3 (81 hp)
Initiative:	+0	-2	-1
Speed:	30 ft. (6 squares; can't run)	40 ft. (8 squares; can't run)	30 ft. (6 squares; can't run)
Armor Class:	16 (+5 natural, +1 light wooden shield), touch 10, flat-footed 16	15 (-1 size, -2 Dex, +8 natural) touch 7, flat-footed 15	16 (-1 size, -1 Dex, +8 natural) touch 8, flat-footed 16
Base	+3/+6	+4/+14	+6/+15
Attack/Grapple:			
Attack:	Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+2)	Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6)	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5)
Full Attack:	Morningstar +6 melee (1d8+3) or slam +6 melee (1d6+3) or javelin +3 ranged (1d6+2)	Greatclub +9 melee (2d8+9) or slam +9 melee (1d8+9) or javelin +1 ranged (1d8+6)	Greataxe +10 melee (3d6+7/x3) or gore +10 melee (1d8+5) or slam +10 melee (1d8+5)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	—	—	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +2, Ref +2, Will +5	Fort +2, Ref +0, Will +6	Fort +4, Ref +3, Will +8
Abilities:	Str 17, Dex 10, Con —, Int —, Wis 10, Cha 1	Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1	Str 21, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	—	—
Feats:	Toughness	Toughness	Toughness

Environment:	Temperate mountains	Temperate hills	Underground
Organization:	Any	Any	Any
Challenge Rating:	2	3	4
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	None	None	None
Level Adjustment:	—	—	—

	Wyvern Zombie	Gray Render Zombie
	Large Undead	Large Undead
Hit Dice:	14d12+3 (94 hp)	20d8+3 (133 hp)
Initiative:	+0	-1
Speed:	20 ft. (4 squares; can't run), fly 60 ft. (poor)	30 ft. (6 squares; can't run)
Armor Class:	20 (-2 size, +12 natural), touch 8, flat-footed 20	16 (-1 size, -1 Dex, +8 natural) touch 8, flat-footed 16
Base	+7/+16	+10/+21
Attack/Grapple:		
Attack:	Slam +11 melee (2d6+7) or talons +11 melee (2d6+5)	Bite +16 melee (2d6+7) or slam +16 melee (1d8+10)
Full Attack:	Slam +11 melee (2d6+7) or talons +11 melee (2d6+5)	Bite +16 melee (2d6+7) or slam +16 melee (1d8+10)
Special Attacks:	—	—
Special Qualities:	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits	Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits
Saves:	Fort +4, Ref +4, Will +9	Fort +6, Ref +5, Will +12
Abilities:	Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1	Str 25, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	—
Feats:	Toughness	Toughness
Environment:	Warm hills	Temperate marshes
Organization:	Any	Any
Challenge Rating:	4	6
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	16–20 HD (Huge)	None
Level Adjustment:	—	—

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MONSTERS (ANIMALS)

This section provides statistics and basic information for many common kinds of mundane animals. These creatures generally operate on instinct, driven by simple needs such as food and reproduction. Most animals, even predators, do not attack unless they or their young are threatened.

Animals are not capable of detailed reasoning, although with the Handle Animal skill it is possible to tame an animal and teach it to perform certain tricks.

Some herbivorous animals do not normally use their natural weapons to attack. As such, their natural weapons are treated as secondary attacks. The animal's attack and damage entries note this fact, with an explanatory footnote.

Animal Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

—Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).

—Low-light vision.

—*Alignment:* Always neutral. Animals are not governed by a human sense of morality.

—*Treasure:* None. Animals never possess treasure.

APE

Large Animal

Hit Dice:	4d8+11 (29 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+3/+12
Attack:	Claws +7 melee (1d6+5)
Full Attack:	2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills:	Climb +14, Listen +6, Spot +6
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary, pair, or company (3–5)
Challenge Rating:	2
Advancement:	5–8 HD (Large)
Level Adjustment:	—

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.

Combat

Skills: Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

BABOON

Medium Animal

Hit Dice:	1d8+1 (5 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), climb 30 ft.
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+0/+2
Attack:	Bite +2 melee (1d6+3)
Full Attack:	Bite +2 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent

Saves:	Fort +3, Ref +4, Will +1
Abilities:	Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4
Skills:	Climb +10, Listen +5, Spot +5
Feats:	Alertness
Environment:	Warm plains
Organization:	Solitary or troop (10–40)
Challenge Rating:	1/2
Advancement:	2–3 HD (Medium)

Level Adjustment: —

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a big dog.

Males can be 2 to 4 feet long and weigh as much as 90 pounds.

Combat

Baboons usually attack in groups.

Skills: Baboons have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

BADGER

Small Animal

Hit Dice:	1d8+2 (6 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-5
Attack:	Claw +4 melee (1d2–1)
Full Attack:	2 claws +4 melee (1d2–1) and bite –1 melee (1d3–1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Escape Artist +7, Listen +3, Spot +3
Feats:	Track ^B , Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, pair, or cete (3–5)
Challenge Rating:	1/2
Advancement:	2 HD (Small)
Level Adjustment:	—

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.

Combat

Badgers attack with their sharp claws and teeth.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: A badger has a +4 racial bonus on Escape Artist checks.

BAT

Diminutive Animal

Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2
Speed:	5 ft (1 square), fly 40 ft. (good)
Armor Class:	16 (+4 size, +2 Dex), touch 16, flat-footed 14
Base Attack/Grapple:	+0/-17
Attack:	—
Full Attack:	—

Space/Reach:	1 ft./0 ft.
Special Attacks:	—
Special Qualities:	Blindsight 20 ft., low-light vision
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills:	Hide +14, Listen +8*, Move Silently +6, Spot +8*
Feats:	Alertness
Environment:	Temperate deserts
Organization:	Colony (10–40) or crowd (10–50)
Challenge Rating:	1/10
Advancement:	—
Level Adjustment:	—

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

Combat

Blindsight (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsight.

Skills: *A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

BEAR, BLACK

Medium Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+2/+6
Attack:	Claw +6 melee (1d4+4)
Full Attack:	2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Climb +4, Listen +4, Spot +4, Swim +8
Feats:	Endurance, Run
Environment:	Temperate forests
Organization:	Solitary or pair
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

Combat

Black bears rip prey with their claws and teeth.

Skills: A black bear has a +4 racial bonus on Swim checks.

BEAR, BROWN

Large Animal

Hit Dice:	6d8+24 (51 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+4/+16
Attack:	Claw +11 melee (1d8+8)
Full Attack:	2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)
Space/Reach:	10 ft./5 ft.

Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Spot +7, Swim +12
Feats:	Endurance, Run, Track
Environment:	Cold forests
Organization:	Solitary or pair
Challenge Rating:	4
Advancement:	7–10 HD (Large)

Level Adjustment: —

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The brown bear's statistics can be used for almost any big bear, including the grizzly.

Combat

A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A brown bear has a +4 racial bonus on Swim checks.

BEAR, POLAR

Large Animal

Hit Dice:	8d8+32 (68 hp)
Initiative:	+1
Speed:	40 ft. (8 squares), swim 30 ft.
Armor Class:	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6/+18
Attack:	Claw +13 (1d8+8)
Full Attack:	2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, scent
Saves:	Fort +10, Ref +7, Will +3
Abilities:	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills:	Hide –2*, Listen +5, Spot +7, Swim +16
Feats:	Endurance, Run, Track
Environment:	Cold plains
Organization:	Solitary or pair
Challenge Rating:	4
Advancement:	9–12 HD (Large)

Level Adjustment: —

These long, lean carnivores are slightly taller than brown bears.

Combat

Polar bears fight just as brown bears do.

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

BISON

Large Animal

Hit Dice:	5d8+15 (37 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	13 (–1 size, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple:	+3/+13

Attack:	Gore +8 melee (1d8+9)
Full Attack:	Gore +8 melee (1d8+9)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Stampede
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +4, Will +1
Abilities:	Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4
Skills:	Listen +7, Spot +5
Feats:	Alertness, Endurance
Environment:	Temperate plains
Organization:	Solitary or herd (6–30)
Challenge Rating:	2
Advancement:	6–7 HD (Large)

Level Adjustment: —

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.

Combat

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

BOAR

Medium Animal

Hit Dice:	3d8+12 (25 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+2/+4
Attack:	Gore +4 melee (1d8+3)
Full Attack:	Gore +4 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4
Skills:	Listen +7, Spot +5
Feats:	Alertness, Toughness
Environment:	Temperate forests
Organization:	Solitary or herd (5–8)
Challenge Rating:	2
Advancement:	4–5 HD (Medium)

Level Adjustment: —

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

Combat

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

CAMEL

Large Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+3
Speed:	50 ft. (10 squares)
Armor Class:	13 (–1 size, +3 Dex, +1 natural) touch 12, flat-footed 10
Base Attack/Grapple:	+2/+10
Attack:	Bite +0 melee (1d4+2*)

Full Attack:	Bite +0 melee* (1d4+2*)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +6, Will +1
Abilities:	Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Alertness, Endurance
Environment:	Warm deserts
Organization:	Domesticated or herd (6–30)
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

Camels are known for their ability to travel long distances without food or water.

The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher. The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier, slower (speed 40 feet), and has a higher Constitution score (16).

Carrying Capacity: A light load for a camel is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A camel can drag 4,500 pounds.

Combat

*A camel's bite is treated as a secondary attack and adds only half the camel's Strength bonus to the damage roll.

CAT

Tiny Animal

Hit Dice:	1/2 d8 (2 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Claw +4 melee (1d2–4)
Full Attack:	2 claws +4 melee (1d2–4) and bite –1 melee (1d3–4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7
Skills:	Balance +10, Climb +6, Hide +14*, Jump +10, Listen +3, Move Silently +6, Spot +3
Feats:	Weapon Finesse
Environment:	Temperate plains
Organization:	Domesticated or solitary
Challenge Rating:	1/4
Advancement:	—
Level Adjustment:	—

The statistics presented here describe a common housecat.

Combat

Cats prefer to sneak up on their prey.

Skills: Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Cats have a +8 racial bonus on Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

CHEETAH

Medium Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+4
Speed:	50 ft. (10 squares)

Armor Class:	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+2/+5
Attack:	Bite +6 melee
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d2+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent, sprint
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +6, Listen +4, Move Silently +6, Spot +4
Feats:	Alertness, Weapon Finesse
Environment:	Warm plains
Organization:	Solitary, pair, or family (3–5)
Challenge Rating:	2
Advancement:	4–5 HD (Medium)

Level Adjustment: —

Cheetahs are swift feline predators of the plains. A cheetah is 3 to 5 feet long and weighs 110 to 130 pounds.

Combat

Cheetahs make sudden sprints to bring down prey.

Trip (Ex): A cheetah that hits with a claw or bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cheetah.

Sprint (Ex): Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

CROCODILE

Medium Animal

Hit Dice:	3d8+9 (22 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+6
Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Full Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Hold breath, low-light vision
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2
Skills:	Hide +7*, Listen +4, Spot +4, Swim +12
Feats:	Alertness, Skill Focus (Hide)
Environment:	Warm marshes
Organization:	Solitary or colony (6–11)
Challenge Rating:	2
Advancement:	4–5 HD (Medium)

Level Adjustment: —

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach.

Combat

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in

the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

CROCODILE, GIANT

Huge Animal

Hit Dice:	7d8+28 (59 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (-2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Base Attack/Grapple:	+5/+21
Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Full Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab
Special Qualities:	Hold breath, low-light vision
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2
Skills:	Hide +1*, Listen +5, Spot +5, Swim +16
Feats:	Alertness, Endurance, Skill Focus (Hide)
Environment:	Warm marshes
Organization:	Solitary or colony (6–11)
Challenge Rating:	4
Advancement:	8–14 HD (Huge)
Level Adjustment:	—

These huge creatures usually live in salt water and can be more than 20 feet long.
Giant crocodiles fight and behave like their smaller cousins.

DOG

Small Animal

Hit Dice:	1d8+2 (6 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-3
Attack:	Bite +2 melee (1d4+1)
Full Attack:	Bite +2 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Jump +7, Listen +5, Spot +5, Survival +1*
Feats:	Alertness, Track ^B
Environment:	Temperate plains
Organization:	Solitary or pack (5–12)
Challenge Rating:	1/3
Advancement:	—
Level Adjustment:	—

The statistics presented here describe a fairly small dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as coyotes, jackals, and African wild dogs.

Combat

Dogs generally hunt in packs, chasing and exhausting prey until they can drag it down.

Skills: Dogs have a +4 racial bonus on Jump checks. *Dogs have a +4 racial bonus on Survival checks when tracking by scent.

DOG, RIDING

Medium Animal

Hit Dice:	2d8+4 (13 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+1/+3
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*
Feats:	Alertness, Track ^B
Environment:	Temperate plains
Organization:	Solitary or pack (5–12)
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

This category includes working breeds such as collies, huskies, and St. Bernards.

Carrying Capacity: A light load for a riding dog is up to 100 pounds; a medium load, 101–200 pounds; and a heavy load, 201–300 pounds. A riding dog can drag 1,500 pounds.

Combat

If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Skills: Riding dogs have a +4 racial bonus on Jump checks. *Riding dogs have a +4 racial bonus on Survival checks when tracking by scent.

DONKEY

Medium Animal

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+1
Attack:	Bite +1 melee (1d2)
Full Attack:	Bite +1 melee (1d2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +4, Will +0
Abilities:	Str 10, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills:	Balance +3, Listen +3, Spot +2
Feats:	Endurance
Environment:	Temperate deserts
Organization:	Solitary
Challenge Rating:	1/6
Advancement:	—
Level Adjustment:	—

These long-eared, horselike creatures are surefooted and sturdy. The statistics presented here could also describe burros.

Carrying Capacity: A light load for a donkey is up to 50 pounds; a medium load, 51–100 pounds; and a heavy load, 101–150 pounds. A donkey can drag 750 pounds.

Combat

A donkey bites only when it has no way to escape.

Skills: Donkeys have a +2 racial bonus on Balance checks.

EAGLE

Small Animal

Hit Dice:	1d8+1 (5 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+0/-4
Attack:	Talons +3 melee (1d4)
Full Attack:	2 talons +3 melee (1d4) and bite -2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills:	Listen +2, Spot +14
Feats:	Weapon Finesse
Environment:	Temperate mountains
Organization:	Solitary or pair
Challenge Rating:	1/2
Advancement:	2–3 HD (Medium)
Level Adjustment:	—

These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots.

A typical eagle is about 3 feet long and has a wingspan of about 7 feet. The statistics presented here can describe any similar-sized, diurnal bird of prey.

Combat

Eagles dive at prey, raking with their powerful talons.

Skills: Eagles have a +8 racial bonus on Spot checks.

ELEPHANT

Huge Animal

Hit Dice:	11d8+55 (104 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	15 (-2 size, +7 natural), touch 8, flat-footed 15
Base Attack/Grapple:	+8/+26
Attack:	Gore +16 melee (2d8+15)
Full Attack:	Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); or gore +16 melee (2d8+15)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Trample 2d8+15
Special Qualities:	Low-light vision, scent
Saves:	Fort +12, Ref +7, Will +6
Abilities:	Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills:	Listen +12, Spot +10
Feats:	Alertness, Endurance, Iron Will, Skill Focus (Listen)
Environment:	Warm plains
Organization:	Solitary or herd (6–30)
Challenge Rating:	7
Advancement:	12–22 HD (Huge)
Level Adjustment:	—

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden.

This entry describes an African elephant. Indian elephants are slightly smaller and weaker (Strength 28), but more readily trained (Wisdom 15). These statistics can also represent prehistoric creatures such as mammoths and mastodons.

Combat

Elephants tend to charge at threatening creatures.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

HAWK

Tiny Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 60 ft. (average)
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+0/-10
Attack:	Talons +5 melee (1d4-2)
Full Attack:	Talons +5 melee (1d4-2)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6
Skills:	Listen +2, Spot +14
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary or pair
Challenge Rating:	1/3
Advancement:	—
Level Adjustment:	—

These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.

Combat

Hawks combine both talons into a single attack.

Skills: Hawks have a +8 racial bonus on Spot checks.

HORSE

Horses are widely domesticated for riding and as beasts of burden.

Combat

A horse not trained for war does not normally use its hooves to attack. Its hoof attack is treated as a secondary attack and adds only half the horse's Strength bonus to damage. (These secondary attacks are noted with an asterisk in the Attack and Full Attack entries for the heavy horse and the light horse.)

	Horse, Heavy
	Large Animal
Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+9
Attack:	Hoof -1 melee (1d6+1*)
Full Attack:	2 hooves -1 melee (1d6+1*)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

The statistics presented here describe large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A heavy horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a heavy horse is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds. A heavy horse can drag 3,000 pounds.

Horse, Light

Large Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	60 ft. (12 squares)
Armor Class:	13 (−1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+8
Attack:	Hoof −2 melee (1d4+1*)
Full Attack:	2 hooves −2 melee (1d4+1*)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +2
Abilities:	Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills:	Listen +4, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated or herd (6–30)
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. These animals are usually ready for useful work by age two. A light horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a light horse is up to 150 pounds; a medium load, 151–300 pounds; and a heavy load, 301–450 pounds. A light horse can drag 2,250 pounds.

Warhorse, Heavy

Large Animal

Hit Dice:	4d8+12 (30 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	14 (−1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+3/+11
Attack:	Hoof +6 melee (1d6+4)
Full Attack:	2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +5, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	2
Advancement:	—
Level Adjustment:	—

These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a heavy warhorse is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A heavy warhorse can drag 4,500 pounds.

Warhorse, Light

	Large Animal
Hit Dice:	3d8+9 (22 hp)
Initiative:	+1
Speed:	60 ft. (12 squares)
Armor Class:	14 (−1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+2/+9
Attack:	Hoof +4 melee (1d4+3)
Full Attack:	2 hooves +4 melee (1d4+3) and bite −1 melee (1d3+1)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +4, Spot +4
Feats:	Endurance, Run
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	1
Advancement:	—

Level Adjustment: —

These animals or similar to light horses but are trained and bred for strength and aggression. They usually are not ready for warfare before age three. A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a light warhorse is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A light warhorse can drag 3,450 pounds.

HYENA

Medium Animal

Hit Dice:	2d8+4 (13 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1/+3
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6
Skills:	Hide +3*, Listen +6, Spot +4
Feats:	Alertness
Environment:	Warm deserts
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	1
Advancement:	3 HD (Medium); 4–5 HD (Large)
Level Adjustment:	—

Hyenas are pack hunters infamous for their cunning and their unnerving vocalizations. The statistics presented here are for a striped hyena, which is about 3 feet long and weighs about 120 pounds.

Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

Skills: *Hyenas have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.

LEOPARD

Medium Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+4
Speed:	40 ft (8 squares), climb 20 ft.
Armor Class:	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+2/+5
Attack:	Bite +6 melee (1d6+3)
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d3+1
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +12, Climb +11, Hide +8*, Jump +11, Listen +6, Move Silently +8, Spot +6
Feats:	Alertness, Weapon Finesse
Environment:	Warm forests
Organization:	Solitary or pair
Challenge Rating:	2
Advancement:	4–5 HD (Medium)
Level Adjustment:	—

These jungle cats are about 4 feet long and weigh about 120 pounds. They usually hunt at night. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions.

Combat

Improved Grab (Ex): To use this ability, a leopard must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a leopard charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d3+1.

Skills: Leopards have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Leopards have a +8 racial bonus on Balance and Climb checks. A leopard can always choose to take 10 on a Climb check, even if rushed or threatened. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

LION

Large Animal

Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+12
Attack:	Claw +7 melee (1d4+5)
Full Attack:	2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, improved grab, rake 1d4+2
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +7, Will +2
Abilities:	Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5
Feats:	Alertness, Run
Environment:	Warm plains
Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	3
Advancement:	6–8 HD (Large)
Level Adjustment:	—

The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females

are slightly smaller but use the same statistics.

Combat

Pounce (Ex): If a lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Skills: Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

LIZARD

Tiny Animal

Hit Dice:	1/2 d8 (2 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Bite +4 melee (1d4-4)
Full Attack:	Bite +4 melee (1d4-4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 1, Wis 12, Cha 2
Skills:	Balance +10, Climb +12, Hide +10, Listen +3, Spot +3
Feats:	Weapon Finesse
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	1/6
Advancement:	—
Level Adjustment:	—

The statistics presented here describe small, nonvenomous lizards of perhaps a foot or two in length, such as an iguana.

Combat

Lizards prefer flight to combat, but they can bite painfully if there is no other option.

Skills: Lizards have a +8 racial bonus on Balance checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Lizards use their Dexterity modifier instead of their Strength modifier for Climb checks.

LIZARD, MONITOR

Medium Animal

Hit Dice:	3d8+9 (22 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), swim 30 ft.
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+5
Attack:	Bite +5 melee (1d8+4)
Full Attack:	Bite +5 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +8, Ref +5, Will +2
Abilities:	Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Skills:	Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11
Feats:	Alertness, Great Fortitude
Environment:	Warm forests
Organization:	Solitary

Challenge Rating: 2**Advancement:** 4–5 HD (Medium)**Level Adjustment:** —

This category includes fairly large, carnivorous lizards from 3 to 5 feet long.

Combat

Monitor lizards can be aggressive, using their powerful jaws to tear at prey or enemies.

Skills: A monitor lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Monitor lizards have a +4 racial bonus on Hide and Move Silently checks. *In forested or overgrown areas, the Hide bonus improves to +8.**MANTA RAY**

Large Animal (Aquatic)

Hit Dice: 4d8 (18 hp)**Initiative:** +0**Speed:** Swim 30 ft. (6 squares)**Armor Class:** 12 (-1 size, +3 natural), touch 9, flat-footed 12**Base Attack/Grapple:** +3/+9**Attack:** Ram –1 melee* (1d6+1)**Full Attack:** Ram –1 melee* (1d6+1)**Space/Reach:** 10 ft./5 ft.**Special Attacks:** —**Special Qualities:** Low-light vision**Saves:** Fort +4, Ref +4, Will +2**Abilities:** Str 15, Dex 11, Con 10, Int 1, Wis 12, Cha 2**Skills:** Listen +7, Spot +6, Swim +10**Feats:** Alertness, Endurance**Environment:** Warm aquatic**Organization:** Solitary or school (2–5)**Challenge Rating:** 1**Advancement:** 5–6 HD (Medium)**Level Adjustment:** —

These fish are nonaggressive and generally avoid contact with other creatures. They filter plankton and similar small organisms from the water through their gaping, toothless maws.

Combat

*If threatened, a manta ray uses its size and weight to ram opponents. This is treated as a secondary attack.

Skills: A manta ray has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.**MONKEY**

Tiny Animal

Hit Dice: 1d8 (4 hp)**Initiative:** +2**Speed:** 30 ft. (6 squares), climb 30 ft.**Armor Class:** 14 (+2 size, +2 Dex), touch 14, flat-footed 12**Base Attack/Grapple:** +0/-12**Attack:** Bite +4 melee (1d3–4)**Full Attack:** Bite +4 melee (1d3–4)**Space/Reach:** 2-1/2 ft./0 ft.**Special Attacks:** —**Special Qualities:** Low-light vision**Saves:** Fort +2, Ref +4, Will +1**Abilities:** Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5**Skills:** Balance +10, Climb +10, Hide +10, Listen +3, Spot +3**Feats:** Weapon Finesse

Environment:	Warm forests
Organization:	Troop (10–40)
Challenge Rating:	1/6
Advancement:	2–3 HD (Small)
Level Adjustment:	—

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat, such as a colobus or capuchin.

Combat

Monkeys generally flee into the safety of the trees, but if cornered can fight ferociously.

Skills: Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

MULE

Large Animal

Hit Dice:	3d8+9 (22 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+9
Attack:	Hoof +4 melee (1d4+3)
Full Attack:	2 hooves +4 melee (1d4+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +4, Will +1
Abilities:	Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6
Skills:	Listen +6, Spot +6
Feats:	Alertness, Endurance
Environment:	Warm plains
Organization:	Domesticated
Challenge Rating:	1
Advancement:	—
Level Adjustment:	—

Mules are sterile crossbreeds of donkeys and horses. A mule is similar to a light horse, but slightly stronger and more agile.

Combat

A mule's powerful kick can be dangerous.

Carrying Capacity: A light load for a mule is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A mule can drag 3,450 pounds.

Skills: Mules have a +2 racial bonus on Dexterity checks to avoid slipping or falling.

OCTOPUS

Small Animal (Aquatic)

Hit Dice:	2d8 (9 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1/+2
Attack:	Arms +5 melee (0)
Full Attack:	Arms +5 melee (0) and bite +0 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3
Skills:	Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9
Feats:	Weapon Finesse

Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	1
Advancement:	3–6 HD (Medium)
Level Adjustment:	—

These bottom-dwelling sea creatures are dangerous only to their prey. If disturbed, they usually try to escape.

Combat

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: An octopus can change colors, giving it a +4 racial bonus on Hide checks. An octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. An octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

OCTOPUS, GIANT

Large Animal (Aquatic)

Hit Dice:	8d8+11 (47 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+6/+15
Attack:	Tentacle +10 melee (1d4+5)
Full Attack:	8 tentacles +10 melee (1d4+5) and bite +5 melee (1d8+2)
Space/Reach:	10 ft./10 ft. (20 ft. with tentacle)
Special Attacks:	Improved grab, constrict
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +7, Ref +8, Will +3
Abilities:	Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3
Skills:	Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13
Feats:	Alertness, Skill Focus (Hide), Toughness
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	8
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	—

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers.

Combat

An opponent can attack a giant octopus's tentacles with a sunder attempt as if they were weapons. A giant octopus's tentacles have 10 hit points each. If a giant octopus is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant octopus's tentacles deals 5 points of damage to the creature. A giant octopus usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant octopus deals 2d8+6 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant octopus must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Ink Cloud (Ex): A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a

straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant octopus can change colors, giving it a +4 racial bonus on Hide checks. A giant octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. A giant octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

OWL

Tiny Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+0/-11
Attack:	Talons +5 melee (1d4-3)
Full Attack:	Talons +5 melee (1d4-3)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4
Skills:	Listen +14, Move Silently +17, Spot +6*
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	2 HD (Small)
Level Adjustment:	—

The statistics presented here describe nocturnal birds of prey from 1 to 2 feet long, with wingspans up to 6 feet. They combine both talons into a single attack.

Combat

Owls swoop quietly down onto prey, attacking with their powerful talons.

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

PONY

Medium Animal

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Hoof -3 melee (1d3*)
Full Attack:	2 hooves -3 melee (1d3*)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +4, Will +0
Abilities:	Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Endurance
Environment:	Temperate plains
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	—
Level Adjustment:	—

The statistics presented here describe a small horse, under 5 feet tall at the shoulder. Ponies are otherwise similar to light

horses and cannot fight while carrying a rider.

Combat

*A pony not trained for war does not normally use its hooves to attack but rather to run. Its hoof attack is treated as a secondary attack and adds only half the pony's Strength bonus to damage.

Carrying Capacity: A light load for a pony is up to 75 pounds; a medium load, 76–150 pounds; and a heavy load, 151–225 pounds. A pony can drag 1,125 pounds.

PONY, WAR

Medium Animal

Hit Dice:	2d8+4 (13 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+3
Attack:	Hoof +3 melee (1d3+2)
Full Attack:	2 hooves +3 melee (1d3+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +4, Will +0
Abilities:	Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Endurance
Environment:	Temperate plains
Organization:	Domesticated
Challenge Rating:	1/2
Advancement:	—

Level Adjustment: —

Warponies are bred for strength and aggression, and are similar to light warhorses.

Combat

A warpony can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a warpony is up to 100 pounds; a medium load, 101–200 pounds; and a heavy load, 201–300 pounds. A warpony can drag 1,500 pounds.

PORPOISE

Medium Animal

Hit Dice:	2d8+2 (11 hp)
Initiative:	+3
Speed:	Swim 80 ft. (16 squares)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+1/+1
Attack:	Slam +4 melee (2d4)
Full Attack:	Slam +4 melee (2d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +4, Ref +6, Will +1
Abilities:	Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6
Skills:	Listen +8*, Spot +7*, Swim +8
Feats:	Weapon Finesse
Environment:	Temperate aquatic
Organization:	Solitary, pair, or school (3–20)
Challenge Rating:	1/2
Advancement:	3–4 HD (Medium); 5–6 HD (Large)

Level Adjustment: —

Porpoises are mammals that tend to be playful, friendly, and helpful. A typical porpoise is 4 to 6 feet long and weighs 110 to

160 pounds. The statistics presented here can describe any small whale of similar size.

Combat

Blindsight (Ex): Porpoises can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human’s.

Hold Breath (Ex): A porpoise can hold its breath for a number of rounds equal to $6 \times$ its Constitution score before it risks drowning.

Skills: A porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

RAT

Tiny Animal

Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2
Speed:	15 ft. (3 squares), climb 15 ft., swim 15 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Bite +4 melee (1d3–4)
Full Attack:	Bite +4 melee (1d3–4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills:	Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10
Feats:	Weapon Finesse
Environment:	Any
Organization:	Plague (10–100)
Challenge Rating:	1/8
Advancement:	—
Level Adjustment:	—

These omnivorous rodents thrive almost anywhere.

Combat

Rats usually run away. They bite only as a last resort.

Skills: Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

RAVEN

Tiny Animal

Hit Dice:	1/4 d8 (1 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-13
Attack:	Claws +4 melee (1d2–5)
Full Attack:	Claws +4 melee (1d2–5)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +4, Will +2

Abilities:	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6
Skills:	Listen +3, Spot +5
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	1/6
Advancement:	—
Level Adjustment:	—

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. They combine both claws into a single attack. The statistics presented here can describe most nonpredatory birds of similar size.

RHINOCEROS

	Large Animal
Hit Dice:	8d8+40 (76 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (-1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+6/+18
Attack:	Gore +13 melee (2d6+12)
Full Attack:	Gore +13 melee (2d6+12)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Powerful charge
Special Qualities:	Low-light vision
Saves:	Fort +11, Ref +6, Will +3
Abilities:	Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2
Skills:	Listen +14, Spot +3
Feats:	Alertness, Endurance, Improved Natural Attack (gore)
Environment:	Warm plains
Organization:	Solitary or herd (2–12)
Challenge Rating:	4
Advancement:	9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment:	—

The rhinoceros is infamous for its bad temper and willingness to charge intruders.

The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 6,000 pounds. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).

Combat

When it is harassed or annoyed, a rhinoceros lowers its head and charges.

Powerful Charge (Ex): A rhinoceros deals 4d6+24 points of damage when it makes a charge.

SHARK

	Shark, Medium	Shark, Large	Shark, Huge
	Medium Animal (Aquatic)	Large Animal (Aquatic)	Huge Animal (Aquatic)
Hit Dice:	3d8+3 (16 hp)	7d8+7 (38 hp)	10d8+20 (65 hp)
Initiative:	+2	+6	+6
Speed:	Swim 60 ft. (12 squares)	Swim 60 ft. (12 squares)	Swim 60 ft. (12 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13	15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13	15 (-2 size, +2 Dex, +5 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+2/+3	+5/+12	+7/+20
Attack:	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
Full Attack:	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	—	—	—
Special Qualities:	Blindsight, keen scent	Blindsight, keen scent	Blindsight, keen scent

Saves:	Fort +4, Ref +5, Will +2	Fort +8, Ref +7, Will +3	Fort +11, Ref +9, Will +4
Abilities:	Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6, Swim +9	Listen +8, Spot +7, Swim +11	Listen +10, Spot +10, Swim +13
Feats:	Alertness, Weapon Finesse	Alertness, Great Fortitude, Improved Initiative	Alertness, Great Fortitude, Improved Initiative, Iron Will
Environment:	Cold aquatic	Cold aquatic	Cold aquatic
Organization:	Solitary, school (2–5), or pack (6–11)	Solitary, school (2–5), or pack (6–11)	Solitary, school (2–5), or pack (6–11)
Challenge Rating:	1	2	4
Advancement:	4–6 HD (Medium)	8–9 HD (Large)	11–17 HD (Huge)
Level Adjustment:	—	—	—

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

Combat

Sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

Blindsight (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SNAKE

Snakes usually are not aggressive and flee when confronted.

Skills: Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Constrictor Snake

Medium Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+2/+5
Attack:	Bite +5 melee (1d3+4)
Full Attack:	Bite +5 melee (1d3+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 1d3+4, improved grab
Special Qualities:	Scent
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11
Feats:	Alertness, Toughness
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4–5 HD (Medium); 6–10 HD (Large)
Level Adjustment:	—

Constrictor snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict.

Combat

Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrictor Snake, Giant

Huge Animal

Hit Dice:	11d8+14 (63 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	15 (-2 size, +3 Dex, +4 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+8/+23
Attack:	Bite +13 melee (1d8+10)
Full Attack:	Bite +13 melee (1d8+10)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Constrict 1d8+10, improved grab
Special Qualities:	Scent
Saves:	Fort +8, Ref +10, Will +4
Abilities:	Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16
Feats:	Alertness, Endurance, Skill Focus (Hide), Toughness
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	5
Advancement:	12–16 HD (Huge); 17–33 HD (Gargantuan)
Level Adjustment:	—

Giant constrictor snakes are more aggressive than their smaller cousins, principally because they need a great amount of food to survive.

Viper Snake

	Snake, Tiny Viper	Snake, Small Viper
	Tiny Animal	Small Animal
Hit Dice:	1/4 d8 (1 hp)	1d8 (4 hp)
Initiative:	+3	+3
Speed:	15 ft. (3 squares), climb 15 ft., swim 15 ft.	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base	+0/-11	+0/-6
Attack/Grapple:		
Attack:	Bite +5 melee (1 plus poison)	Bite +4 melee (1d2–2 plus poison)
Full Attack:	Bite +5 melee (1 plus poison)	Bite +4 melee (1d2–2 plus poison)
Space/Reach:	2-1/2 ft./0 ft.	5 ft./5 ft.
Special Attacks:	Poison	Poison
Special Qualities:	Scent	Scent
Saves:	Fort +2, Ref +5, Will +1	Fort +2, Ref +5, Will +1
Abilities:	Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5	Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6
Feats:	Weapon Finesse	Weapon Finesse
Environment:	Temperate marshes	Temperate marshes
Organization:	Solitary	Solitary
Challenge Rating:	1/3	1/2
Advancement:	—	—
Level Adjustment:	—	—

	Snake, Medium Viper	Snake, Large Viper	Snake, Huge Viper
	Medium Animal	Large Animal	Huge Animal
Hit Dice:	2d8 (9 hp)	3d8 (13 hp)	6d8+6 (33 hp)
Initiative:	+3	+7	+6
Speed:	20 ft. (4 squares), climb 20 ft., swim 20 ft.	20 ft. (4 squares), climb 20 ft., swim 20 ft.	20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12	15 (-2 size, +2 Dex, +5 natural), touch 10, flat-footed 15
Base	+1/+0	+2/+6	+4/+15
Attack/Grapple:			
Attack:	Bite +4 melee (1d4–1 plus poison)	Bite +4 melee (1d4 plus poison)	Bite +6 melee (1d6+4 plus poison)
Full Attack:	Bite +4 melee (1d4–1 plus poison)	Bite +4 melee (1d4 plus poison)	Bite +6 melee (1d6+4 plus poison)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Poison	Poison	Poison
Special Qualities:	Scent	Scent	Scent
Saves:	Fort +3, Ref +6, Will +1	Fort +3, Ref +6, Will +2	Fort +6, Ref +7, Will +3
Abilities:	Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7	Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8	Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11
Feats:	Weapon Finesse	Improved Initiative, Weapon Finesse	Improved Initiative, Run, Weapon Focus (bite)
Environment:	Temperate marshes	Temperate marshes	Temperate marshes
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	2	3
Advancement:	—	—	7–18 HD (Huge)
Level Adjustment:	—	—	—

These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

Combat

Viper snakes rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC varies by the snake's size, as shown on the table below. The save DCs are Constitution-based.

Size	Fort DC
Tiny	10
Small	10
Medium	11
Large	11
Huge	14

SQUID

Medium Animal (Aquatic)

Hit Dice:	3d8 (13 hp)
Initiative:	+3
Speed:	Swim 60 ft. (12 squares)
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+2/+8*
Attack:	Arms +4 melee (0)
Full Attack:	Arms +4 melee (0) and bite –1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab

Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Listen +7, Spot +7, Swim +10
Feats:	Alertness, Endurance
Environment:	Temperate aquatic
Organization:	Solitary or school (6–11)
Challenge Rating:	1
Advancement:	4–6 HD (Medium); 7–11 HD (Large)
Level Adjustment:	—

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

Combat

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. *A squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line

SQUID, GIANT

Huge Animal (Aquatic)

Hit Dice:	12d8+18 (72 hp)
Initiative:	+3
Speed:	Swim 80 ft. (16 squares)
Armor Class:	17 (–2 size, +3 Dex, +6 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+9/+29
Attack:	Tentacle +15 melee (1d6+8)
Full Attack:	10 tentacles +15 melee (1d6+8) and bite +10 melee (2d8+4)
Space/Reach:	15 ft./15 ft. (30 ft. with tentacle)
Special Attacks:	Constrict 1d6+8, improved grab
Special Qualities:	Ink cloud, jet, low-light vision
Saves:	Fort +9, Ref +11, Will +5
Abilities:	Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills:	Listen +10, Spot +11, Swim +16
Feats:	Alertness, Diehard, Endurance, Toughness (2)
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	9
Advancement:	13–18 HD (Huge); 19–36 HD (Gargantuan)
Level Adjustment:	—

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet.

Combat

An opponent can attack a giant squid's tentacles with a sunder attempt as if they were weapons. A giant squid's tentacles have 10 hit points each. If a giant squid is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant squid's tentacles deals 5 points of damage to the creature. A giant squid usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A giant squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute

as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

TIGER

Large Animal

Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	14 (−1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+14
Attack:	Claw +9 melee (1d8+6)
Full Attack:	2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d8+3
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +3
Abilities:	Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6
Skills:	Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11
Feats:	Alertness, Improved Natural Weapon (bite), and Improved Natural Weapon (claw).
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	4
Advancement:	7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment:	—

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds. Combat

Improved Grab (Ex): To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Skills: Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

TOAD

Diminutive Animal

Hit Dice:	1/4 d8 (1 hp)
Initiative:	+1
Speed:	5 ft. (1 square)
Armor Class:	15 (+4 size, +1 Dex), touch 15, flat-footed 14
Base Attack/Grapple:	+0/-17
Attack:	—
Full Attack:	—
Space/Reach:	1 ft./0 ft.
Special Attacks:	—
Special Qualities:	Amphibious, low-light vision
Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4
Skills:	Hide +21, Listen +4, Spot +4
Feats:	Alertness
Environment:	Temperate marshes
Organization:	Swarm (10–100)

Challenge Rating:	1/10
Advancement:	—
Level Adjustment:	—

These diminutive amphibians are innocuous and beneficial, since they eat insects.

Skills: A toad's coloration gives it a +4 racial bonus on Hide checks.

WEASEL

Tiny Animal

Hit Dice:	1/2 d8 (2 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Bite +4 melee (1d3–4)
Full Attack:	Bite +4 melee (1d3–4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Attach
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
Skills:	Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3
Feats:	Weapon Finesse
Environment:	Temperate hills
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	—
Level Adjustment:	—

These little mammals are aggressive predators but usually confine themselves to smaller prey. The statistics presented here can also apply to ferrets.

Combat

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 12. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

WHALE

Some varieties of these seagoing mammals are among the largest animals known. Relatively small whales (such as the orca presented here) can be vicious predators, attacking virtually anything they detect.

Blindsight (Ex): Whales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A whale can hold its breath for a number of rounds equal to $8 \times$ its Constitution score before it risks drowning.

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

Baleen Whale

Gargantuan Animal

Hit Dice:	12d8+78 (132 hp)
Initiative:	+1
Speed:	Swim 40 ft. (8 squares)

Armor Class:	16 (−4 size, +1 Dex, +9 natural), touch 7, flat-footed 15
Base Attack/Grapple:	+9/+33
Attack:	Tail slap +17 melee (1d8+18)
Full Attack:	Tail slap +17 melee (1d8+18)
Space/Reach:	20 ft./15 ft.
Special Attacks:	—
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +14, Ref +9, Will +5
Abilities:	Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6
Skills:	Listen +15*, Spot +14*, Swim +20
Feats:	Alertness, Diehard, Endurance, Toughness (2)
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	6
Advancement:	13–18 HD (Gargantuan); 19–36 HD (Colossal)
Level Adjustment:	—

The statistics here describe a plankton-feeding whale between 30 and 60 feet long, such as gray, humpback, and right whales. These massive creatures are surprisingly gentle. If harassed or provoked, they are as likely to flee as they are to retaliate.

Cachalot Whale	
Gargantuan Animal	
Hit Dice:	12d8+87 (141 hp)
Initiative:	+1
Speed:	Swim 40 ft. (8 squares)
Armor Class:	16 (−4 size, +1 Dex, +9 natural), touch 7, flat-footed 15
Base Attack/Grapple:	+9/+33
Attack:	Bite +17 melee (4d6+12)
Full Attack:	Bite +17 melee (4d6+12) and tail slap +12 melee (1d8+6)
Space/Reach:	20 ft./15 ft.
Special Attacks:	—
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +15, Ref +9, Will +6
Abilities:	Str 35, Dex 13, Con 24, Int 2, Wis 14, Cha 6
Skills:	Listen +15*, Spot +14*, Swim +20
Feats:	Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness
Environment:	Temperate aquatic
Organization:	Solitary or pod (6–11)
Challenge Rating:	7
Advancement:	13–18 HD (Gargantuan); 19–36 HD (Colossal)
Level Adjustment:	—

Also known as sperm whales, these creatures can be up to 60 feet long. They prey on giant squids.

Orca	
Huge Animal	
Hit Dice:	9d8+48 (88 hp)
Initiative:	+2
Speed:	Swim 50 ft. (10 squares)
Armor Class:	16 (−2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+6/+22
Attack:	Bite +12 melee (2d6+12)
Full Attack:	Bite +12 melee (2d6+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	—
Special Qualities:	Blindsight 120 ft., hold breath, low-light vision
Saves:	Fort +11, Ref +8, Will +5
Abilities:	Str 27, Dex 15, Con 21, Int 2, Wis 14, Cha 6

Skills:	Listen +14*, Spot +14*, Swim +16
Feats:	Alertness, Endurance, Run, Toughness
Environment:	Cold aquatic
Organization:	Solitary or pod (6–11)
Challenge Rating:	5
Advancement:	10–13 HD (Huge); 14–27 HD (Gargantuan)
Level Adjustment:	—

These ferocious creatures are about 30 feet long. They eat fish, squid, seals, and other whales.

WOLF

Medium Animal

Hit Dice:	2d8+4 (13 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Bite +3 melee (1d6+1)
Full Attack:	Bite +3 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*
Feats:	Track ^B , Weapon Focus (bite)
Environment:	Temperate forests
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	1
Advancement:	3 HD (Medium); 4–6 HD (Large)
Level Adjustment:	—

Wolves are pack hunters known for their persistence and cunning.

Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

WOLVERINE

Medium Animal

Hit Dice:	3d8+15 (28 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), burrow 10 ft., climb 10 ft.
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/+4
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and bite –1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills:	Climb +10, Listen +6, Spot +6
Feats:	Alertness, Toughness, Track ^B
Environment:	Cold forests
Organization:	Solitary

Challenge Rating:	2
Advancement:	4–5 HD (Large)

Level Adjustment:	—
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These creatures are similar to badgers but are bigger, stronger, and even more ferocious.

COMBAT

Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

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MONSTERS (VERMIN)

These creatures operate on instinct, driven by simple needs such as food and reproduction. Except where noted, vermin attack only when hungry or threatened.

Vermin Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

—Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Darkvision out to 60 feet.

—Alignment: Always neutral. Vermin are not governed by a human sense of morality.

—Treasure: Vermin generally possess no treasure. For those that do, this treasure consists of possessions formerly owned by a creature that the monster has killed.

GIANT ANT

	Giant Ant, Worker	Giant Ant, Soldier	Giant Ant, Queen
	Medium Vermin	Medium Vermin	Large Vermin
Hit Dice:	2d8 (9 hp)	2d8+2 (11 hp)	4d8+4 (22 hp)
Initiative:	+0	+0	-1
Speed:	50 ft. (10 squares), climb 20 ft.	50 ft. (10 squares), climb 20 ft.	40 ft. (8 squares)
Armor Class:	17 (+7 natural), touch 10, flat-footed 17	17 (+7 natural), touch 10, flat-footed 17	17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17
Base	+1/+1	+1/+3	+3/+10
Attack/Grapple:			
Attack:	Bite +1 melee (1d6)	Bite +3 melee (2d4+3)	Bite +5 melee (2d6+4)
Full Attack:	Bite +1 melee (1d6)	Bite +3 melee (2d4+3)	Bite +5 melee (2d6+4)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab	Improved grab, acid sting	Improved grab
Special Qualities:	Scent, vermin traits	Scent, vermin traits	Scent, vermin traits
Saves:	Fort +3, Ref +0, Will +0	Fort +4, Ref +0, Will +1	Fort +5, Ref +0, Will +2
Abilities:	Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 9	Str 14, Dex 10, Con 13, Int —, Wis 13, Cha 11	Str 16, Dex 9, Con 13, Int —, Wis 13, Cha 11
Skills:	Climb +8	Climb +10	—
Feats:	Track ^B	Track ^B	Track ^B
Environment:	Temperate plains	Temperate plains	Temperate plains
Organization:	Gang (2–6) or crew (6–11 plus 1 giant ant soldier)	Solitary or gang (2–4)	Hive (1 plus 10–100 workers and 5–20 soldiers)
Challenge Rating:	1	2	2
Treasure:	None	None	1/10 coins; 50% goods; 50% items
Advancement:	3–4 HD (Medium); 5–6 HD (Large)	3–4 HD (Medium); 5–6 HD (Large)	5–6 HD (Large); 7–8 HD (Huge)
Level Adjustment:	—	—	—

Giant ants are among the hardiest and most adaptable vermin. Soldiers and workers are about 6 feet long, while queens can grow to a length of 9 feet.

Acid Sting (Ex): A giant soldier ant has a stinger and an acid-producing gland in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round (+3 attack bonus). A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Improved Grab (Ex): To use this ability, a giant ant must hit with its bite attack. A giant soldier ant that wins the ensuing grapple check establishes a hold and can sting.

Skills: *Giant ants have a +4 racial bonus on Survival checks when tracking by scent and a +8 racial bonus on Climb checks. A giant ant can always choose to take 10 on Climb checks, even if rushed or threatened.

GIANT BEE

	Medium Vermin
Hit Dice:	3d8 (13 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), fly 80 ft. (good)

Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/+2
Attack:	Sting +2 melee (1d4 plus poison)
Full Attack:	Sting +2 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +3, Ref +3, Will +2
Abilities:	Str 11, Dex 14, Con 11, Int —, Wis 12, Cha 9
Skills:	Spot +5, Survival +1*
Feats:	—
Environment:	Temperate plains
Organization:	Solitary, buzz (2–5), or hive (11–20)
Challenge Rating:	1
Treasure:	No coins; 1/4 goods (honey only); no items
Advancement:	4–6 HD (Medium); 7–9 HD (Large)

Level Adjustment: —

Although many times larger, growing to a length of about 5 feet, giant bees behave generally the same as their smaller cousins. Giant bees are usually not aggressive except when defending themselves or their hive.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d4 Con. The save DC is Constitution-based. A giant bee that successfully stings another creature pulls away, leaving its stinger in the creature. The bee then dies.

Skills: Giant bees have a +4 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

GIANT BOMBARDIER BEETLE

Medium Vermin

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+1/+2
Attack:	Bite +2 melee (1d4+1)
Full Attack:	Bite +2 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid spray
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Warm forests
Organization:	Cluster (2–5) or click (6–11)
Challenge Rating:	2
Advancement:	3–4 HD (Medium); 5–6 HD (Large)

Level Adjustment: —

These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long. Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs.

Acid Spray (Ex): When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a DC 13 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

GIANT FIRE BEETLE

Small Vermin

Hit Dice:	1d8 (4 hp)
Initiative:	+0

Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+0/-4
Attack:	Bite +1 melee (2d4)
Full Attack:	Bite +1 melee (2d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +0, Will +0
Abilities:	Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7
Skills:	—
Feats:	—
Environment:	Warm plains
Organization:	Cluster (2–5) or colony (6–11)
Challenge Rating:	1/3
Advancement:	2–3 HD (Small)
Level Adjustment:	—

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are about 2 feet long.

GIANT STAG BEETLE

Large Vermin

Hit Dice:	7d8+21 (52 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	19 (−1 size, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+5/+15
Attack:	Bite +10 melee (4d6+9)
Full Attack:	Bite +10 melee (4d6+9)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Trample 2d8+3
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +8, Ref +2, Will +2
Abilities:	Str 23, Dex 10, Con 17, Int —, Wis 10, Cha 9
Skills:	—
Feats:	—
Environment:	Temperate forests
Organization:	Cluster (2–5) or mass (6–11)
Challenge Rating:	4
Alignment:	Always neutral
Advancement:	8–10 HD (Large); 11–21 HD (Huge)
Level Adjustment:	—

These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10 feet long.

Trample (Ex): Reflex half DC 19. The save DC is Strength-based.

GIANT PRAYING MANTIS

Large Vermin

Hit Dice:	4d8+8 (26 hp)
Initiative:	−1
Speed:	20 ft. (4 squares), fly 40 ft. (poor)
Armor Class:	14 (−1 size, −1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple:	+3/+11
Attack:	Claws +6 melee (1d8+4)
Full Attack:	Claws +6 melee (1d8+4) and bite +1 melee (1d6+2)

Space/Reach:	10 ft (4 squares)./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +6, Ref +0, Will +3
Abilities:	Str 19, Dex 8, Con 15, Int —, Wis 14, Cha 11
Skills:	Hide -1*, Spot +6
Feats:	—
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	3
Advancement:	5–8 HD (Large); 9–12 HD (Huge)
Level Adjustment:	—

This patient carnivore remains completely still as it waits for prey to come near.

Improved Grab (Ex): To use this ability, a giant praying mantis must hit with its claws attack. If it wins the ensuing grapple check, it establishes a hold and makes a bite attack as a primary attack (at its full +6 attack bonus).

Skills: A giant praying mantis has a +4 racial bonus on Hide and Spot checks. *Because of its camouflage, the Hide bonus increases to +12 when a mantis is surrounded by foliage.

GIANT WASP

Large Vermin

Hit Dice:	5d8+10 (32 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+3/+11
Attack:	Sting +6 melee (1d3+6 plus poison)
Full Attack:	Sting +6 melee (1d3+6 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +6, Ref +2, Will +2
Abilities:	Str 18, Dex 12, Con 14, Int —, Wis 13, Cha 11
Skills:	Spot +9, Survival +1*
Feats:	—
Environment:	Temperate forests
Organization:	Solitary, swarm (2–5), or nest (11–20)
Challenge Rating:	3
Advancement:	6–8 HD (Large); 9–15 HD (Huge)
Level Adjustment:	—

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Skills: Giant wasps have a +8 racial bonus on Spot checks. *They also have a +4 racial bonus on Survival checks to orient themselves.

MONSTROUS CENTIPEDE

Monstrous Centipede, Tiny Monstrous Centipede, Small Monstrous Centipede, Medium

	Tiny Vermin	Small Vermin	Medium Vermin
Hit Dice:	1/4 d8 (1 hp)	1/2 d8 (2 hp)	1d8 (4 hp)
Initiative:	+2	+2	+2
Speed:	20 ft. (4 squares), climb 20 ft.	30 ft. (6 squares), climb 30 ft.	40 ft. (8 squares), climb 40 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base	+0/-13	+0/-7	+0/-1

Attack/Grapple:			
Attack:	Bite +4 melee (1d3–5 plus poison)	Bite +3 melee (1d4–3 plus poison)	Bite +2 melee (1d6–1 plus poison)
Full Attack:	Bite +4 melee (1d3–5 plus poison)	Bite +3 melee (1d4–3 plus poison)	Bite +2 melee (1d6–1 plus poison)
Space/Reach:	2–1/2 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Poison	Poison	Poison
Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +2, Will +0	Fort +2, Ref +2, Will +0	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 15, Con 10, Int —, Wis 10, Cha 2	Str 5, Dex 15, Con 10, Int —, Wis 10, Cha 2	Str 9, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +18, Spot +4	Climb +10, Hide +14, Spot +4	Climb +10, Hide +10, Spot +4
Feats:	Weapon Finesse ^B	Weapon Finesse ^B	Weapon Finesse ^B
Environment:	Underground	Underground	Underground
Organization:	Colony (8–16)	Colony (2–5) or swarm (6–11)	Solitary or colony (2–5)
Challenge Rating:	1/8	1/4	1/2
Advancement:	—	—	—
Level Adjustment:	—	—	—

	Monstrous Centipede, Large	Monstrous Centipede, Huge
	Large Vermin	Huge Vermin
Hit Dice:	3d8 (13 hp)	6d8+6 (33 hp)
Initiative:	+2	+2
Speed:	40 ft. (8 squares), climb 40 ft.	40 ft. (8 squares), climb 40 ft.
Armor Class:	14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12	16 (–2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
Base	+2/+7	+4/+15
Attack/Grapple:		
Attack:	Bite +3 melee (1d8+1 plus poison)	Bite +5 melee (2d6+4 plus poison)
Full Attack:	Bite +3 melee (1d8+1 plus poison)	Bite +5 melee (2d6+4 plus poison)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Poison	Poison
Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +3, Ref +3, Will +1	Fort +6, Ref +4, Will +2
Abilities:	Str 13, Dex 15, Con 10, Int —, Wis 10, Cha 2	Str 17, Dex 15, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +10, Hide +6, Spot +4	Climb +11, Hide +2, Spot +4
Feats:	Weapon Finesse ^B	—
Environment:	Underground	Underground
Organization:	Solitary or colony (2–5)	Solitary or colony (2–5)
Challenge Rating:	1	2
Advancement:	4–5 HD (Large)	7–11 HD (Huge)
Level Adjustment:	—	—

	Monstrous Centipede, Gargantuan	Monstrous Centipede, Colossal
	Gargantuan Vermin	Colossal Vermin
Hit Dice:	12d8+12 (66 hp)	24d8+24 (132 hp)
Initiative:	+2	+1
Speed:	40 ft. (8 squares), climb 40 ft.	40 ft. (8 squares), climb 40 ft.
Armor Class:	18 (–4 size, +2 Dex, +10 natural), touch 8, flat-footed 16	20 (–8 size, +2 Dex, +16 natural), touch 4, flat-footed 18
Base	+9/+27	+18/+42
Attack/Grapple:		
Attack:	Bite +11 melee (2d8+9 plus poison)	Bite +18 melee (4d6+12 plus poison)
Full Attack:	Bite +11 melee (2d8+9 plus poison)	Bite +18 melee (4d6+12 plus poison)
Space/Reach:	20 ft./15 ft.	30 ft./20 ft.
Special Attacks:	Poison	Poison

Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +9, Ref +6, Will +4	Fort +15, Ref +9, Will +8
Abilities:	Str 23, Dex 15, Con 12, Int —, Wis 10, Cha 2	Str 27, Dex 13, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide -2, Spot +4	Climb +16, Hide -7, Spot +4
Feats:	—	—
Environment:	Underground	Underground
Organization:	Solitary	Solitary
Challenge Rating:	6	9
Advancement:	17–23 HD (Gargantuan)	25–48 HD (Colossal)
Level Adjustment:	—	—

Monstrous centipedes tend to attack anything that resembles food, biting with their jaws and injecting their poison.

Size	Fort DC	Damage	Size	Fort DC	Damage
Tiny	10	1 Dex	Huge	14	1d6 Dex
Small	10	1d2 Dex	Gargantuan	17	1d8 Dex
Medium	10	1d3 Dex	Colossal	23	2d6 Dex
Large	11	1d4 Dex			

Poison (Ex): A monstrous centipede has a poisonous bite. The details vary by the centipede's size, as shown on the table above. The save DCs are Constitution-based. The indicated damage is both initial and secondary damage.

Skills: Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous scorpions can take 10 on Climb checks, even if threatened or distracted.

MONSTROUS SCORPION

	Monstrous Scorpion, Tiny	Monstrous Scorpion, Small	Monstrous Scorpion, Medium
	Tiny Vermin	Small Vermin	Medium Vermin
Hit Dice:	1/2 d8+2 (4 hp)	1d8+2 (6 hp)	2d8+4 (13 hp)
Initiative:	+0	+0	+0
Speed:	20 ft. (4 squares)	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	14 (+2 size, +2 natural), touch 12, flat-footed 14	14 (+1 size, +3 natural), touch 11, flat-footed 14	14 (+4 natural), touch 10, flat-footed 14
Base	+0/-8	+0/-4	+1/+2
Attack/Grapple:			
Attack:	Claw +2 melee (1d2–4)	Claw +1 melee (1d3–1)	Claw +2 melee (1d4+1)
Full Attack:	2 claws +2 melee (1d2–4) and sting –3 melee (1d2–4 plus poison)	2 claws +1 melee (1d3–1) and sting –4 melee (1d3–1 plus poison)	2 claws +2 melee (1d4+1) and sting –3 melee (1d4 plus poison)
Space/Reach:	2-1/2 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Constrict 1d2–4, improved grab, poison	Constrict 1d3–1, improved grab, poison	Constrict 1d4+1, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +4, Ref +0, Will +0	Fort +4, Ref +0, Will +0	Fort +5, Ref +0, Will +0
Abilities:	Str 3, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 9, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +0, Hide +12, Spot +4	Climb +3, Hide +8, Spot +4	Climb +5, Hide +4, Spot +4
Feats:	Weapon Finesse ^B	Weapon Finesse ^B	—
Environment:	Warm deserts	Warm deserts	Warm deserts
Organization:	Colony (8–16)	Colony (2–5) or swarm (6–11)	Solitary or colony (2–5)
Challenge Rating:	1/4	1/2	1
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	—	3–4 HD (Medium)
Level Adjustment:	—	—	—

Monstrous Scorpion, Large	Monstrous Scorpion, Huge
Large Vermin	Huge Vermin

Hit Dice:	5d8+10 (32 hp)	10d8+30 (75 hp)
Initiative:	+0	+0
Speed:	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	16 (-1 size, +7 natural), touch 9, flat-footed 16	20 (-2 size, +12 natural), touch 8, flat-footed 20
Base	+3/+11	+7/+21
Attack/Grapple:		
Attack:	Claw +6 melee (1d6+4)	Claw +11 melee (1d8+6)
Full Attack:	2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison)	2 claws +11 melee (1d8+6) and sting +6 melee (2d4+3 plus poison)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Constrict 1d6+4, improved grab, poison	Constrict 1d8+6, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +6, Ref +1, Will +1	Fort +10, Ref +3, Will +3
Abilities:	Str 19, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 23, Dex 10, Con 16, Int —, Wis 10, Cha 2
Skills:	Climb +8, Hide +0, Spot +4	Climb +10, Hide -4, Spot +4
Feats:	—	—
Environment:	Warm deserts	Warm deserts
Organization:	Solitary or colony (2–5)	Solitary or colony (2–5)
Challenge Rating:	3	7
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	6–9 HD (Large)	11–19 HD (Huge)
Level Adjustment:	—	—

	Monstrous Scorpion, Gargantuan	Monstrous Scorpion, Colossal
	Gargantuan Vermin	Colossal Vermin
Hit Dice:	20d8+60 (150 hp)	40d8+120 (300 hp)
Initiative:	+0	-1
Speed:	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	24 (-4 size, +18 natural), touch 6, flat-footed 24	26 (-8 size, -1 Dex, +25 natural), touch 1, flat-footed 26
Base	+15/+37	+30/+58
Attack/Grapple:		
Attack:	Claw +21 melee (2d6+10)	Claw +34 melee (2d8+12)
Full Attack:	2 claws +21 melee (2d6+10) and sting +16 melee (2d6+5 plus poison)	2 claws +34 melee (2d8+12) and sting +29 melee (2d8+6 plus poison)
Space/Reach:	20 ft./15 ft.	40 ft./30 ft.
Special Attacks:	Constrict 2d6+10, improved grab, poison	Constrict 2d8+12, improved grab, poison
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +15, Ref +6, Will +6	Fort +25, Ref +12, Will +13
Abilities:	Str 31, Dex 10, Con 16, Int —, Wis 10, Cha 2	Str 35, Dex 8, Con 16, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide -8, Spot +4	Climb +16, Hide -12, Spot +4
Feats:	—	—
Environment:	Warm deserts	Warm deserts
Organization:	Solitary	Solitary
Challenge Rating:	10	12
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	21–39 HD (Gargantuan)	41–60 HD (Colossal)
Level Adjustment:	—	—

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion's size, as follows. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

Size	Fort DC	Damage	Size	Fort DC	Damage
Tiny	12	1 Con	Huge	18	1d6 Con
Small	12	1d2 Con	Gargantuan	23	1d8 Con
Medium	13	1d3 Con	Colossal	33	1d10 Con
Large	14	1d4 Con			

Skills: A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

MONSTROUS SPIDER

	Monstrous Spider, Tiny	Monstrous Spider, Small	Monstrous Spider, Medium
	Tiny Vermin	Small Vermin	Medium Vermin
Hit Dice:	1/2 d8 (2 hp)	1d8 (4 hp)	2d8+2 (11 hp)
Initiative:	+3	+3	+3
Speed:	20 ft. (4 squares), climb 10 ft.	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.
Armor Class:	15 (+2 size, +3 Dex), touch 15, flat-footed 12	14 (+1 size, +3 Dex), touch 14, flat-footed 11	14 (+3 Dex, +1 natural), touch 13, flat-footed 11
Base	+0/-12	+0/-6	+1/+1
Attack/Grapple:			
Attack:	Bite +5 melee (1d3–4 plus poison)	Bite +4 melee (1d4–2 plus poison)	Bite +4 melee (1d6 plus poison)
Full Attack:	Bite +5 melee (1d3–4 plus poison)	Bite +4 melee (1d4–2 plus poison)	Bite +4 melee (1d6 plus poison)
Space/Reach:	2-1/2 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Poison, web	Poison, web	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +2, Ref +3, Will +0	Fort +2, Ref +3, Will +0	Fort +4, Ref +3, Will +0
Abilities:	Str 3, Dex 17, Con 10, Int —, Wis 10, Cha 2	Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2	Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +15*, Jump –4*, Spot +4*	Climb +11, Hide +11*, Jump –2*, Spot +4*	Climb +11, Hide +7*, Jump +0*, Spot +4*
Feats:	Weapon Finesse ^B	Weapon Finesse ^B	Weapon Finesse ^B
Environment:	Temperate forests	Temperate forests	Temperate forests
Organization:	Colony (8–16)	Colony (2–5) or swarm (6–11)	Solitary or colony (2–5)
Challenge Rating:	1/4	1/2	1
Treasure:	None	None	1/10 coins; 50% goods; 50% items
Advancement:	—	—	3 HD (Medium)
Level Adjustment:	—	—	—

	Monstrous Spider, Large	Monstrous Spider, Huge
	Large Vermin	Huge Vermin
Hit Dice:	4d8+4 (22 hp)	8d8+16 (52 hp)
Initiative:	+3	+3
Speed:	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (–1 size, +3 Dex, +2 natural), touch 12, flat-footed 11	16 (–2 size, +3 Dex, +5 natural), touch 11, flat-footed 13
Base	+3/+9	+6/+18
Attack/Grapple:		
Attack:	Bite +4 melee (1d8+3 plus poison)	Bite +9 melee (2d6+6 plus poison)
Full Attack:	Bite +4 melee (1d8+3 plus poison)	Bite +9 melee (2d6+6 plus poison)
Space/Reach:	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	Poison, web	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +5, Ref +4, Will +1	Fort +8, Ref +5, Will +2

Abilities:	Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2	Str 19, Dex 17, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +11, Hide +3*, Jump +2*, Spot +4*	Climb +12, Hide -1*, Jump +4*, Spot +4*
Feats:	—	—
Environment:	Temperate forests	Temperate forests
Organization:	Solitary or colony (2–5)	Solitary or colony (2–5)
Challenge Rating:	2	5
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	5–7 HD (Large)	9–15 HD (Huge)
Level Adjustment:	—	—

	Monstrous Spider, Gargantuan	Monstrous Spider, Colossal
Gargantuan Vermin	Gargantuan Vermin	Colossal Vermin
Hit Dice:	16d8+32 (104 hp)	32d8+64 (208 hp)
Initiative:	+3	+2
Speed:	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.
Armor Class:	19 (–4 size, +3 Dex, +10 natural), touch 9, flat-footed 16	22 (–8 size, +2 Dex, +18 natural), touch 4, flat-footed 20
Base	+12/+31	+24/+50
Attack/Grapple:		
Attack:	Bite +15 melee (2d8+10 plus poison)	Bite +26 melee (4d6+15 plus poison)
Full Attack:	Bite +15 melee (2d8+10 plus poison)	Bite +26 melee (4d6+15 plus poison)
Space/Reach:	20 ft./15 ft.	40 ft./30 ft.
Special Attacks:	Poison, web	Poison, web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +12, Ref +8, Will +5	Fort +20, Ref +12, Will +10
Abilities:	Str 25, Dex 17, Con 14, Int —, Wis 10, Cha 2	Str 31, Dex 15, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +14, Hide –5*, Jump +7*, Spot +4*	Climb +16, Hide –10*, Jump +10*, Spot +7*
Feats:	—	—
Environment:	Temperate forests	Temperate forests
Organization:	Solitary	Solitary
Challenge Rating:	8	11
Treasure:	1/10 coins; 50% goods; 50% items	1/10 coins; 50% goods; 50% items
Advancement:	17–31 HD (Gargantuan)	33–60 HD (Colossal)
Level Adjustment:	—	—

All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey.

Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can. A hunting spider has a base land speed 10 feet faster than the figures given in the statistics blocks.

Poison (Ex): 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 (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They

usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/—.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Size	Escape Artist DC	Break DC	Hit Points
Tiny	10	14	2
Small	10	14	4
Medium	12	16	6
Large	13	17	12
Huge	16	20	14
Gargantuan	20	24	16
Colossal	28	32	18

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

TYPES, SUBTYPES, & SPECIAL ABILITIES

Aberration Type: An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

Features: An aberration has the following features.

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Will saves.
- Skill points equal to $(2 + \text{Int modifier, minimum 1})$ per Hit Die, with quadruple skill points for the first Hit Die.
- Traits:* An aberration possesses the following traits (unless otherwise noted in a creature's entry).
- Darkvision out to 60 feet.
- Proficient with its natural weapons. If generally humanoid in form, proficient with all simple weapons and any weapon it is described as using.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Aberrations not indicated as wearing armor are not proficient with armor. Aberrations are proficient with shields if they are proficient with any form of armor.
- Aberrations eat, sleep, and breathe.

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 (10 on a critical hit) whenever it drains an ability score no matter how many points it drains. Temporary hit points gained in this fashion last for a maximum of 1 hour. Some ability drain attacks allow a Fortitude save (DC $10 + 1/2$ draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). If no saving throw is mentioned, none is allowed.

Alternate Form (Su): A creature with this special quality has the ability to assume one or more specific alternate forms. This ability works much like the *polymorph* spell, except that the creature is limited to the forms specified, and does not regain any hit points for changing its form. Assuming an alternate form results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, natural armor, movement modes, and extraordinary special attacks of its original form.
- The creature gains the natural weapons, natural armor, movement modes, and extraordinary special attacks of its new form.
- The creature retains the special qualities of its original form. It does not gain any special qualities of its new form.
- The creature retains the spell-like abilities and supernatural attacks of its old form (except for breath weapons and gaze attacks). It does not gain the spell-like abilities or supernatural attacks of its new form.
- The creature gains the physical ability scores (Str, Dex, Con) of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form.
- The creature retains its hit points and save bonuses, although its save modifiers may change due to a change in ability scores.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

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 Dice). This ability is always active.

Animal Type: An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture.

Features: An animal has the following features (unless otherwise noted in a creature's entry).

- d8 Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude and Reflex saves (certain animals have different good saves).
- Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.
- Traits:* An animal possesses the following traits (unless otherwise noted in a creature's entry).
- Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).
- Low-light vision.
- Alignment: Always neutral.
- Treasure: None.
- Proficient with its natural weapons only. A noncombative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a -5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength modifier as a damage adjustment.
- Proficient with no armor unless trained for war.
- Animals eat, sleep, and breathe.

Aquatic Subtype: These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious special quality.

Archon Subtype: Archons are 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 Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)
- Teleport (Su): Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.
- Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Augmented Subtype: A creature receives this subtype whenever something happens to change its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type. A creature with the augmented subtype usually has the traits of its current type, but the features of its original type.

Blindsight (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 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 creature cannot change shape to a form more than one size category smaller or larger than its original form. Changing shape results in the following changes to the creature:

- The creature retains the type and subtype of its original form. It gains the size of its new form.
- The creature loses the natural weapons, movement modes, and extraordinary special attacks of its original form.
- The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
- The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
- The creature retains the ability scores of its original form.
- The creature retains its hit points and saves.
- The creature retains any spellcasting ability it had in its original form, although it must be able to speak intelligibly to cast spells with verbal components and it must have humanlike hands to cast spells with somatic components.
- The creature is effectively camouflaged as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

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.

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.

Construct Type: A construct is an animated object or artificially constructed creature.

Features: A construct has the following features.

- 10-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- No good saving throws.
- Skill points equal to $(2 + \text{Int modifier, minimum 1})$ per Hit Die, with quadruple skill points for the first Hit Die, if the construct has an Intelligence score. However, most constructs are mindless and gain no skill points or feats.

Traits: A construct possesses the following traits (unless otherwise noted in a creature's entry).

- No Constitution score.
- Low-light vision.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still

benefits from that quality.

- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- Since it was never alive, a construct cannot be raised or resurrected.
- Because its body is a mass of unliving matter, a construct is hard to destroy. It gains bonus hit points based on size, as shown on the following table.

Construct Size	Bonus Hit Points	Construct Size	Bonus Hit Points
Fine	—	Large	30
Diminutive	—	Huge	40
Tiny	—	Gargantuan	60
Small	10	Colossal	80
Medium	20		

- 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.

Damage Reduction (Ex or Su): A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability. Some monsters are vulnerable to piercing, bludgeoning, or slashing damage.

Some monsters are vulnerable to certain materials, such as alchemical silver, adamantine, or cold-forged iron. Attacks from weapons that are not made of the correct material have their damage reduced, even if the weapon has an enhancement bonus. Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons; that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction. Some monsters are vulnerable to chaotic-, evil-, good-, or lawful-aligned weapons. 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.

When a damage reduction entry has a dash (–) after the slash, no weapon negates the damage reduction.

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.

Dragon Type: A dragon is a reptilelike creature, usually winged, with magical or unusual abilities.

Features: A dragon has the following features.

- 12-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).

—Good Fortitude, Reflex, and Will saves.

—Skill points equal to $(6 + \text{Int modifier, minimum 1}) \times 4$ per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A dragon possesses the following traits (unless otherwise noted in the description of a particular kind).

- Darkvision out to 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.

—Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with no armor.

—Dragons eat, sleep, and breathe.

Earth Subtype: This subtype usually is used for elementals and outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

Elemental Type: An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

Features: An elemental has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—Good saves depend on the element: Fortitude (earth, water) or Reflex (air, fire).

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: An elemental possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet.

—Immunity to poison, sleep effects, paralysis, and stunning.

—Not subject to critical hits or flanking.

—Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an elemental. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, to restore it to life.

—Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

—Elementals do not eat, sleep, or breathe.

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 (10 on a critical hit) 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 skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die (whenever level is used in a die roll or calculation) for each negative level. 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. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt 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). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is also reduced by one. A separate saving throw is required for each negative level.

Evil Subtype: A subtype usually applied only to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned (see Damage Reduction, above).

Extraplanar Subtype: A subtype applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

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.

Fey Type: A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

Features: A fey has the following features.

—6-sided Hit Dice.

—Base attack bonus equal to 1/2 total Hit Dice (as wizard).

—Good Reflex and Will saves.

—Skill points equal to (6 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A fey possesses the following traits (unless otherwise noted in a creature's entry).

—Low-light vision.

—Proficient with all simple weapons and any weapons mentioned in its entry.

—Proficient with whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types.

Fey not indicated as wearing armor are not proficient with armor. Fey are proficient with shields if they are proficient with any form of armor.

—Fey eat, sleep, and breathe.

Fire Subtype: A creature with the fire subtype has immunity to fire. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

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 Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

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.

Giant Type: A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

Features: A giant has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—Good Fortitude saves.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A giant possesses the following traits (unless otherwise noted in a creature's entry).

—Low-light vision.

—Proficient with all simple and martial weapons, as well as any natural weapons.

—Proficient with whatever type of armor (light, medium or heavy) it is described as wearing, as well as all lighter types.

Giants not described as wearing armor are not proficient with armor. Giants are proficient with shields if they are proficient with any form of armor.

—Giants eat, sleep, and breathe.

Goblinoid Subtype: Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

Good Subtype: A subtype usually applied only to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned (see Damage Reduction, above).

Humanoid Type: A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head.

Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are Small or Medium. Every humanoid creature also has a subtype.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids of this sort are presented as 1st-level warriors, which means that they have average combat ability and poor saving throws.

Humanoids with more than 1 Hit Die are the only humanoids who make use of the features of the humanoid type.

Features: A humanoid has the following features (unless otherwise noted in a creature's entry).

—8-sided Hit Dice, or by character class.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—Good Reflex saves (usually; a humanoid's good save varies).

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die, or by character class.

Traits: A humanoid possesses the following traits (unless otherwise noted in a creature's entry).

—Proficient with all simple weapons, or by character class.

—Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, or by character class. If a humanoid does not have a class and wears armor, it is proficient with that type of armor and all lighter types. Humanoids not indicated as wearing armor are not proficient with armor. Humanoids are proficient with shields if they are proficient with any form of armor.

—Humanoids breathe, eat, and sleep.

Improved Grab (Ex): If a creature with this special attack hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Unless otherwise noted, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Incorporeal Subtype: An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile*, or attacks made with *ghost touch* weapons). Although it is not a magical attack, holy water can affect incorporeal undead, but a hit with

holy water has a 50% chance of not affecting an incorporeal creature.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see farther from the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Lawful: 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).

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.

Magical Beast Type: Magical beasts are similar to animals but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits.

Features: A magical beast has the following features.

—10-sided Hit Dice.

—Base attack bonus equal to total Hit Dice (as fighter).

—Good Fortitude and Reflex saves.

—Skill points equal to $(2 + \text{Int modifier, minimum 1}) \times 4$ per Hit Die, with quadruple skill points for the first Hit Die.

Traits: A magical beast possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—Proficient with its natural weapons only.

—Proficient with no armor.

—Magical beasts eat, sleep, and breathe.

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.

Some creatures combine attacks with natural and manufactured weapons when they make a full attack. When they do so, the manufactured weapon attack is considered the primary attack unless the creature's description indicates otherwise and any natural weapons the creature also uses are considered secondary natural attacks. These secondary attacks do not interfere with the primary attack as attacking with an off-hand weapon does, but they take the usual -5 penalty (or -2 with the Multiattack feat) for such attacks, even if the natural weapon used is normally the creature's primary natural weapon.

Monstrous Humanoid Type: Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

Features: A monstrous humanoid has the following features.

—8-sided Hit Dice.

—Base attack bonus equal to total Hit Dice (as fighter).

- Good Reflex and Will saves.
- Skill points equal to $(2 + \text{Int modifier, minimum 1})$ per Hit Die, with quadruple skill points for the first Hit Die.
- Traits:* A monstrous humanoid possesses the following traits (unless otherwise noted in a creature's entry).
- Darkvision out to 60 feet.
- Proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Monstrous humanoids not indicated as wearing armor are not proficient with armor. Monstrous humanoids are proficient with shields if they are proficient with any form of armor.
- Monstrous humanoids eat, sleep, and breathe.

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.

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.

Natural Weapons: Natural weapons are weapons that are physically a part of a creature. A creature making a melee attack with a natural weapon is considered armed and does not provoke attacks of opportunity. Likewise, it threatens any space it can reach. Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. The number of attacks a creature can make with its natural weapons depends on the type of the attack—generally, a creature can make one bite attack, one attack per claw or tentacle, one gore attack, one sting attack, or one slam attack (although Large creatures with arms or arm-like limbs can make a slam attack with each arm). Refer to the individual monster descriptions. Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20.

When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. All the creature's remaining natural weapons are secondary.

The primary weapon is given in the creature's Attack entry, and the primary weapon or weapons is given first in the creature's Full Attack entry. A creature's primary natural weapon is its most effective natural attack, usually by virtue of the creature's physiology, training, or innate talent with the weapon. An attack with a primary natural weapon uses the creature's full attack bonus. Attacks with secondary natural weapons are less effective and are made with a -5 penalty on the attack roll, no matter how many there are. (Creatures with the Multiattack feat take only a -2 penalty on secondary attacks.) This penalty applies even when the creature makes a single attack with the secondary weapon as part of the attack action or as an attack of

opportunity.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Talon: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.

Tentacle: The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

Nonabilities: Some creatures lack certain ability scores. These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a nonability is +0. Other effects of nonabilities are detailed below.

Strength: Any creature that can physically manipulate other objects has at least 1 point of Strength. A creature with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. The creature automatically fails Strength checks. If the creature can attack, it applies its Dexterity modifier to its base attack bonus instead of a Strength modifier.

Dexterity: Any creature that can move has at least 1 point of Dexterity. A creature with no Dexterity score can't move. If it can perform actions (such as casting spells), it applies its Intelligence modifier to initiative checks instead of a Dexterity modifier. The creature automatically fails Reflex saves and Dexterity checks.

Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects or is harmless. The creature is also immune to ability damage, ability drain, and energy drain, and automatically fails Constitution checks. A creature with no Constitution cannot tire and thus can run indefinitely without tiring (unless the creature's description says it cannot run).

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence score is mindless, an automaton operating on simple instincts or programmed instructions. It has immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

Mindless creatures do not gain feats or skills, although they may have bonus feats or racial skill bonuses.

Wisdom: Any creature that can perceive its environment in any fashion has at least 1 point of Wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score is an object, not a creature. Anything without a Charisma score also has no Wisdom score.

Ooze Type: An ooze is an amorphous or mutable creature, usually mindless.

Features: An ooze has the following features.

—10-sided Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—No good saving throws.

—Skill points equal to $(2 + \text{Int modifier, minimum } 1)$ 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.

- 8-sided Hit Dice.
- Base attack bonus equal to total Hit Dice (as fighter).
- Good Fortitude, Reflex, and Will saves.
- Skill points equal to $(8 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die.
- Traits:* An outsider possesses the following traits (unless otherwise noted in a creature's entry).
 - Darkvision out to 60 feet.
 - Unlike most other living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
 - Proficient with all simple and martial weapons and any weapons mentioned in its entry.
 - Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Outsiders not indicated as wearing armor are not proficient with armor. Outsiders are proficient with shields if they are proficient with any form of armor.
 - Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

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.

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.

- 8-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude saves.
- Skill points equal to $(2 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no skill points or feats.
- Traits:* A plant creature possesses the following traits (unless otherwise noted in a creature's entry).
 - Low-light vision.
 - Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
 - Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
 - Not subject to critical hits.
 - Proficient with its natural weapons only.
 - Proficient with no armor.
 - Plants breathe and eat, but do not sleep.

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.

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.

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 soundproof 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, focus, or XP components). 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.

A spell-like ability usually has a limit on how often it can be used. A spell-like ability that can be used at will has no use limit. Using a spell-like ability is a standard action unless noted otherwise, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is $10 + \text{the level of the spell the ability resembles or duplicates} + \text{the creature's Cha modifier}$.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

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 Dice. 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 $10 + 1/2$ 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.

Swarm Subtype: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds such as that created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

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 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

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 $10 + 1/2 \text{ creature's HD} + \text{creature's Str modifier}$ (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. Creatures can have varying amounts of each, as follows.

Standard: Refer to the treasure tables and roll d% once for each type of treasure (Coins, Goods, Items) on the Level section of the table that corresponds to the creature's Challenge Rating (for groups of creatures, use the Encounter Level for the encounter instead). Some creatures have double, triple, or even quadruple standard treasure; in these cases, roll for each type of treasure two, three, or four times.

None: The creature collects no treasure of its own.

Nonstandard: Some creatures have quirks or habits that affect the types of treasure they collect. These creatures use the same treasure tables, but with special adjustments.

Fractional Coins: Roll on the Coins column in the section corresponding to the creature's Challenge Rating, but divide the result as indicated.

% Goods or Items: The creature has goods or items only some of the time. Before checking for goods or items, roll d% against the given percentage. On a success, make a normal roll on the appropriate Goods or Items column (which may still result in no goods or items).

Double Goods or Items: Roll twice on the appropriate Goods or Items column.

Parenthetical Notes: Some entries for goods or items include notes that limit the types of treasure a creature collects.

When a note includes the word "no," it means the creature does not collect or cannot keep that thing. If a random roll generates such a result, treat the result as "none" instead.

When a note includes the word "only," the creature goes out of its way to collect treasure of the indicated type. Treat all results from that column as the indicated type of treasure.

It's sometimes necessary to reroll until the right sort of item appears.

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 Dice total.

Undead Type: Undead are once-living creatures animated by spiritual or supernatural forces.

Features: An undead creature has the following features.

—12-sided Hit Dice.

—Base attack bonus equal to 1/2 total Hit Dice (as wizard).

—Good Will saves.

—Skill points equal to $(4 + \text{Int modifier, minimum 1}) \text{ per Hit Die, with quadruple skill points for the first Hit Die, if the undead creature has an Intelligence score. However, many undead are mindless and gain no skill points or feats.}$

Traits: An undead creature possesses the following traits (unless otherwise noted in a creature's entry).

—No Constitution score.

—Darkvision out to 60 feet.

—Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.

—Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability

- scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an *inflict* spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Uses its Charisma modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Undead not indicated as wearing armor are not proficient with armor. Undead are proficient with shields if they are proficient with any form of armor.
- Undead do not breathe, eat, or sleep.

Vermin Type: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

Features: Vermin have the following features.

- 8-sided Hit Dice.
- Base attack bonus equal to 3/4 total Hit Dice (as cleric).
- Good Fortitude saves.
- Skill points equal to $(2 + \text{Int modifier, minimum 1})$ 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.

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.

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.

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IMPROVING MONSTERS

Each of the monster entries describes a typical creature of its kind. However, there are several methods by which extraordinary or unique monsters can be created using a typical creature as the foundation: by adding character classes, increasing a monster's Hit Dice, or by adding a template to a monster. These methods are not mutually exclusive—it's possible for a monster with a template to be improved by both increasing its Hit Dice and adding character class levels.

Class Levels: Intelligent creatures that are reasonably humanoid in shape most commonly advance by adding class levels. Creatures that fall into this category have an entry of "By character class" in their Advancement line. When a monster adds a class level, that level usually represents an increase in experience and learned skills and capabilities.

Increased Hit Dice: Intelligent creatures that are not humanoid in shape, and nonintelligent monsters, can advance by increasing their Hit Dice. Creatures with increased Hit Dice are usually superior specimens of their race, bigger and more powerful than their run-of-the-mill fellows.

Templates: Both intelligent and nonintelligent creatures with an unusual heritage or an inflicted change in their essential nature may be modified with a template. Templates usually result in tougher monsters with capabilities that differ from those of their common kin.

Each of these three methods for improving monsters is discussed in more detail below.

ABILITY SCORE ARRAYS

Monsters are assumed to have completely average (or standard) ability scores—a 10 or an 11 in each ability, as modified by their racial bonuses. However, improved monsters are individuals and often have better than normal ability scores, and usually make use of either the elite array or the nonelite array of ability scores. Monsters who improve by adding a template, and monsters who improve by increasing their Hit Dice, may use any of the three arrays (standard, nonelite, or elite). Any monster unique enough to be improved could easily be considered elite.

Elite Array: The elite array is 15, 14, 13, 12, 10, 8. While the monster has one weakness compared to a typical member of its race, it is significantly better overall. The elite array is most appropriate for monsters who add levels in a player character class.

Nonelite Array: The nonelite array is 13, 12, 11, 10, 9, 8. The nonelite array does not necessarily make a monster better than normal, but it does customize the monster as an individual with strengths and weaknesses compared to a typical member of its race. The nonelite array is most appropriate for monsters who add class levels in a NPC class.

Ability Score Improvement: Treat monster Hit Dice the same as character level for determining ability score increases. This only applies to Hit Dice increases, monsters do not gain ability score increases for levels they "already reached" with their racial Hit Dice, since these adjustments are included in their basic ability scores.

MONSTERS AND CLASS LEVELS

If a creature acquires a character class, it follows the rules for multiclass characters.

The creature's Hit Dice equal the number of class levels it has plus its racial Hit Dice. A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it. Additional Hit Dice gained from taking levels in a character class never affect a creature's size.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels. The monster is considered to have experience points equal to the minimum needed to be a character of its ECL.

If you choose to equip a monster with gear, use its ECL as its character level for purposes of determining how much equipment it can purchase. Generally, only monsters with an Advancement entry of "By character class" receive NPC gear; other creatures adding character levels should be treated as monsters of the appropriate CR and assigned treasure, not equipment.

Feat Acquisition and Ability Score Increases: A monster's total Hit Dice, not its ECL, govern its acquisition of feats and ability score increases.

INCREASING HIT DICE

As its Hit Dice increase, a creature's attack bonuses and saving throw modifiers might improve. It gains more feats and skills,

depending on its type, as shown on Table: Creature Improvement by Type.

Note that if a creature acquires a character class, it improves according to its class, not its type.

Table: Creature Improvement by Type

	Hit Die	Attack Bonus	Good Saving Throws	Skill Points*
Aberration	d8	HD x3/4 (as cleric)	Will	2 + Int mod per HD
Animal	d8	HD x3/4 (as cleric)	Fort, Ref (and sometimes Will)	2 + Int mod per HD
Construct	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**
Dragon	d12	HD (as fighter)	Fort, Ref, Will	6 + Int mod per HD
Elemental	d8	HD x3/4 (as cleric)	Ref (Air, Fire), or Fort (Earth, Water)	2 + Int mod per HD
Fey	d6	HD x1/2 (as wizard)	Ref, Will	6 + Int mod per HD
Giant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD
Humanoid	d8	HD x3/4 (as cleric)	Varies (any one)	2 + Int mod per HD
Magical beast	d10	HD (as fighter)	Fort, Ref	2 + Int mod per HD
Monstrous humanoid	d8	HD (as fighter)	Ref, Will	2 + Int mod per HD
Ooze	d10	HD x3/4 (as cleric)	—	2 + Int mod per HD**
Outsider	d8	HD (as fighter)	Fort, Ref, Will	8 + Int mod per HD
Plant	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**
Undead	d12	HD x1/2 (as wizard)	Will	4 + Int mod per HD**
Vermin	d8	HD x3/4 (as cleric)	Fort	2 + Int mod per HD**

All types have a number of feats equal to 1 + 1 per 3 Hit Dice.

* As long as a creature has an Intelligence of at least 1, it gains a minimum of 1 skill point per Hit Die.

** Creatures with an Intelligence score of “—” gain no skill points or feats.

SIZE INCREASES

A creature may become larger when its Hit Dice are increased (the new size is noted parenthetically in the monster’s Advancement entry).

A size increase affects any special ability the creature has that is affected by size. Increased size also affects a creature’s ability scores, AC, attack bonuses, and damage values as indicated on the tables below.

Table: Changes to Statistics by Size

Old Size*	New Size	Str	Dex	Con	Natural Armor	AC/ Attack
Fine	Diminutive	Same	-2	Same	Same	-4
Diminutive	Tiny	+2	-2	Same	Same	-2
Tiny	Small	+4	-2	Same	Same	-1
Small	Medium	+4	-2	+2	Same	-1
Medium	Large	+8	-2	+4	+2	-1
Large	Huge	+8	-2	+4	+3	-1
Huge	Gargantuan	+8	Same	+4	+4	-2
Gargantuan	Colossal	+8	Same	+4	+5	-4

*Repeat the adjustment if the creature moves up more than one size.

Table: Increased Damage By Size

Old Damage (Each)*	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8

* Repeat the adjustment if the creature moves up more than one size category.

TEMPLATES

Certain creatures are created by adding a template to an existing creature. A templated creature can represent a freak of nature, the individual creation of a single experimenter, or the first generation of offspring from parents of different species.

ACQUIRED AND INHERITED TEMPLATES

Some templates can be added to creatures anytime. Templates such as these are referred to as acquired templates, indicating that the creature did not always have the attributes of the template.

Other templates, known as inherited templates, are part of a creature from the beginning of its existence. Creatures are born with these templates.

It's possible for a certain kind of template to be of either type.

READING A TEMPLATE

A template's description provides a set of instructions for altering an existing creature, known as the base creature. The changes that a template might cause to each line of a creature's statistics block are discussed below. Generally, if a template does not cause a change to a certain statistic, that entry is missing from the template description. For clarity, the entry for a statistic or attribute that is not changed is sometimes given as "Same as the base creature."

Size and Type: Templates often change a creature's type, and may change the creature's size.

If a template changes the base creature's type, the creature also acquires the augmented subtype unless the template description indicates otherwise. The augmented subtype is always paired with the creature's original type. Unless a template indicates otherwise, the new creature has the traits of the new type but the features of the original type.

If a template changes a creature's size, use Table: Changes to Statistics by Size to calculate changes to natural armor, Armor Class, attack rolls, and grapple bonus.

Hit Dice and Hit Points: Most templates do not change the number of Hit Dice a monster has, but some do. Some templates change the size of a creature's Hit Dice (usually by changing the creature type). A few templates change previously acquired Hit Dice, and continue to change Hit Dice gained with class levels, but most templates that change Hit Dice change only the creature's original HD and leave class Hit Dice unchanged.

If the Hit Dice entry in a template description is missing, Hit Dice and hit points do not change unless the creature's Constitution modifier changes.

Initiative: If a template changes the monster's Dexterity, or if it adds or removes the Improved Initiative feat, this entry changes.

Speed: If a template modifies a creature's speed, the template states how that happens. More commonly, a template adds a new movement mode.

Armor Class: If a template changes the creature's size, see Table: Changes to Statistics by Size to determine its new Armor Class and to see whether its natural armor changes. In some cases the method of determining Armor Class changes radically; the template description explains how to adjust the creature's AC.

Base Attack/Grapple: Templates usually do not change a creature's base attack bonus. If a template modifies a creature's base attack bonus, the template description states how that happens. Changes to a creature's Strength score can change a creature's grapple bonus, as can changes to its size.

Attack and Full Attack: Most templates do not change a creature's attack bonus or modes of attack, even when the creature's type changes (the creature's base attack bonus is the same as a creature of the original type). Of course, any change in ability scores may affect attack bonuses. If Strength or Dexterity changes, use the new modifier to determine attack bonuses. A change in a monster's size also changes its attack bonus; see Table: Changes to Statistics by Size.

Damage: Damage changes with Strength. If the creature uses a two-handed weapon or has a single natural weapon, it adds 1-1/2 times its Strength bonus to the damage. If it has more than a single attack then it adds its Strength bonus to damage rolls for the primary attack and 1/2 its Strength bonus to all secondary attacks.

Space/Reach: A template may change this entry if it changes the monster's size. Note that this table does not take into account special situations such as exceptional reach.

Special Attacks: A template may add or remove special attacks. The template description gives the details of any special attacks a template provides, including how to determine saving throw DCs, if applicable.

Special Qualities: A template may add or remove special qualities. The template description gives the details of any special qualities a template provides, including how to determine saving throw DCs, if applicable. Even if the special qualities entry is missing from a template description, the creature still gains any qualities associated with its new type.

Base Saves: As with attacks, changing a monster's type does not always change its base saving throw bonuses. You only need to adjust them for new modifiers for Constitution, Dexterity, or Wisdom. A template may, however, state that a monster has a different "good" saving throw.

Abilities: If a template changes one or more ability scores, these changes are noted here.

Skills: As with attacks, changing a monster’s type does not always change its skill points. Most templates don’t change the number of Hit Dice a creature has, so you don’t need to adjust skills in that case unless the key abilities for those skills have changed, or the template gives a bonus on one or more skills, or unless the template gives a feat that provides a bonus on a skill check.

Some templates change how skill points are determined, but this change usually only affects skill points gained after the template is applied. Treat skills listed in the base creature’s description as class skills, as well as any new skills provided by the template.

Feats: Since most templates do not change the number of Hit Dice a creature has, a template will not change the number of feats the creature has. Some templates grant one or more bonus feats.

Environment: Usually the same as the base creature.

Organization: Usually the same as the base creature.

Challenge Rating: Most templates increase the creature’s Challenge Rating. A template might provide a modifier to be added to the base creature’s CR, or it might specify a range of modifiers depending on the base creature’s original Hit Dice or CR.

Treasure: Usually the same as the base creature.

Alignment: Usually the same as the base creature, unless the template is associated with a certain alignment.

Advancement: Usually the same as the base creature.

Level Adjustment: This entry is a modifier to the base creature’s level adjustment. Any level adjustment is meaningless unless the creature retains a high enough Intelligence (minimum 3) to gain class levels after applying the template.

Adding More Than One Template

In theory, there’s no limit to the number of templates you can add to a creature. To add more than one template, just apply each template one at a time. Always apply inherited templates before applying acquired templates. Whenever you add multiple templates, pay attention to the creature’s type—you may add a template that makes the creature ineligible for other templates you might want to add.

ADVANCED MONSTER CHALLENGE RATING

When adding class levels to a creature with 1 or less HD, you advance the creature like a character. Otherwise, use the following guidelines.

ADDING CLASS LEVELS

If you are advancing a monster by adding player character class levels, decide if the class levels directly improve the monster’s existing capabilities.

When adding class levels to a creature, you should give it typical ability scores appropriate for that class. Most creatures are built using the standard array of ability scores: 11, 11, 11, 10, 10, 10, adjusted by racial modifiers. If you give a creature a PC class use the elite array of ability scores before racial adjustments: 15, 14, 13, 12, 10, 8. Creatures with NPC classes use the nonelite array of 13, 12, 11, 10, 9, 8. T

Associated Class Levels

Class levels that increase a monster’s existing strengths are known as associated class levels. Each associated class level a monster has increases its CR by 1.

Barbarian, fighter, paladin, and ranger are associated classes for a creature that relies on its fighting ability.

Rogue and ranger are associated classes for a creature that relies on stealth to surprise its foes, or on skill use to give itself an advantage.

A spellcasting class is an associated class for a creature that already has the ability to cast spells as a character of the class in question, since the monster’s levels in the spellcasting class stack with its innate spellcasting ability.

Nonassociated Class Levels

If you add a class level that doesn’t directly play to a creature’s strength the class level is considered nonassociated, and things get a little more complicated. Adding a nonassociated class level to a monster increases its CR by 1/2 per level until one of its nonassociated class levels equals its original Hit Dice. At that point, each additional level of the same class or a similar one is considered associated and increases the monster’s CR by 1.

Levels in NPC classes are always treated as nonassociated.

ADDING HIT DICE

When you improve a monster by adding Hit Dice, use Table: Improved Monster CR Increase to determine the effect on the

creature's CR. Keep in mind that many monsters that advance by adding Hit Dice also increase in size. Do not stack this CR increase with any increase from class levels. In general, once you've doubled a creature's CR, you should closely watch any additional increases in its abilities. Adding Hit Dice to a creature improves several of its abilities, and radical increases might not follow this progression indefinitely. Compare the monster's improved attack bonus, saving throw bonuses, and any DCs of its special abilities from the HD increase to typical characters of the appropriate level and adjust the CR accordingly.

Table: Improved Monster CR Increase

Creature's Original Type	CR Increase
Aberration, construct, elemental, fey, giant, humanoid, ooze, plant, undead, vermin	+1 per 4 HD added
Animal, magical beast, monstrous humanoid	+1 per 3 HD added
Dragon, outsider, nonassociated class levels	+1 per 2 HD or 2 levels added
Directly associated class levels	+1 per level added
Other Modifiers:	
Size increased to Large or larger	+1 to CR
Monster's ability scores based on elite array*	+1 to CR
Monster possesses special attacks or qualities that significantly improve combat effectiveness	+2 to CR
Monster possesses special attacks or qualities that improve combat effectiveness in a minor way	+1 to CR
Template added	+ template CR modifier

* Do not apply this increase if you advance a monster by class levels. (Monsters advanced by class levels are assumed to use the elite array.)

INCREASING SIZE

Generally, increasing a monster's size increases its combat effectiveness. Large creatures gain increased Strength, reach, and other benefits. Apply this modifier if you increase a creature beyond Medium and in conjunction with any other increases. Be careful, though. Monsters that benefit from a smaller size may actually lose effectiveness because of a size increase. Monsters that don't benefit from size increases don't advance in that manner for this reason.

ADDING SPECIAL ABILITIES

You can add any sort of spell-like, supernatural, or extraordinary ability to a creature. As with a class level, you should determine how much, or how little, this ability adds to the creature's existing repertoire. A suite of abilities that work together should be treated as a single modifier for this purpose. If the ability (or combination of abilities) significantly increases the monster's combat effectiveness, increase its CR by 2. Minor abilities increase the creature's CR by 1, and truly trivial abilities may not increase CR at all. If the special abilities a monster gains are not tied to a class or Hit Die increase, this CR increase stacks.

A significant special attack is one that stands a good chance of incapacitating or crippling a character in one round. A significant special quality is one that seriously diminishes the monster's vulnerability to common attacks. Do not add this factor twice if a monster has both special attacks and special qualities.

Make sure to "scale" your evaluation of these abilities by the monster's current CR.

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MONSTER FEATS

These feats apply to abilities most commonly found amongst monsters or are related to monsters.

ABILITY FOCUS [GENERAL]

Choose one of the creature's special attacks.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

AWESOME BLOW [GENERAL, FIGHTER]

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacking creature's choice and fall prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

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 [GENERAL]

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day). When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one half. Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected. The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -2. For a summary, see the table 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 [GENERAL]

Prerequisite: Fly speed.

Benefit: When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability.

If a creature begins its turn hovering, it can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack. The creature can instead use a breath weapon or cast a spell instead of making physical attacks, if it could normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet.

Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Concentration check (DC 10 + 1/2 creature's HD) to cast a spell.

Normal: Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

IMPROVED NATURAL ARMOR [GENERAL]

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by 1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat its natural armor bonus increases by another point.

IMPROVED NATURAL ATTACK [GENERAL]

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms. The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

MULTIATTACK [GENERAL]

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

MULTIWEAPON FIGHTING [GENERAL]

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

QUICKEN SPELL-LIKE ABILITY [GENERAL]

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described below. The creature can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -4. For a summary, see the table below.

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.

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 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 $1d6 \times 10$ feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount of falling damage, whichever is greater.

WINGOVER [GENERAL]

Prerequisite: Fly speed.

Benefits: A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive.

The change of direction consumes 10 feet of flying movement.

MONSTERS AS RACES

While every monster has the statistics that a player would need to play the creature as a character, most monsters are not suitable as PCs. Creatures who have an Intelligence score of 2 or lower, who have no way to communicate, or who are so different from other PCs that they disrupt the campaign should not be used. Some creatures have strange innate abilities or great physical power, and thus are questionable at best as characters (except in high-level campaigns).

Starting Level of a Monster PC: Monsters suitable for play have a level adjustment given in their statistics. Add a monster's level adjustment to its Hit Dice and class levels to get the creature's effective character level, or ECL. Effectively, monsters with a level adjustment become multiclass character when they take class levels. A creature's "monster class" is always a favored class, and the creature never takes XP penalties for having it.

Humanoids and Class Levels: Creatures with 1 or less HD replace their monster levels with their character levels. The monster loses the attack bonus, saving throw bonuses, skills, and feats granted by its 1 monster HD and gains the attack bonus, save bonuses, skills, feats, and other class abilities of a 1st-level character of the appropriate class.

Characters with more than 1 Hit Die because of their race do not get a feat for their first class level as members of the common races do, and they do not multiply the skill points for their first class level by four. Instead, they have already received a feat for their first Hit Die because of race, and they have already multiplied their racial skill points for their first Hit Die by four.

Level Adjustment and Effective Character Level: To determine the effective character level (ECL) of a monster character, add its level adjustment to its racial Hit Dice and character class levels.

Use ECL instead of character level to determine how many experience points a monster character needs to reach its next level. Also use ECL to determine starting wealth for a monster character.

Monster characters treat skills mentioned in their monster entry as class skills.

If a monster has 1 Hit Die or less, or if it is a template creature, it must start the game with one or more class levels, like a regular character. If a monster has 2 or more Hit Dice, it can start with no class levels (though it can gain them later).

Even if the creature is of a kind that normally advances by Hit Dice rather than class levels a PC can gain class levels rather than Hit Dice.

Hit Dice: The creature's Hit Dice equal the number of class levels it has plus its racial Hit Dice. Additional Hit Dice gained from taking levels in a character class never affect a creature's size like additional racial Hit Dice do.

Feat Acquisition and Ability Score Increases: A monster's total Hit Dice, not its ECL, govern its acquisition of feats and ability score increases.

Ability Scores for Monster PCs: While a monsters statistics give the ability scores for a typical creature of a certain kind, any "monster" creature that becomes an adventurer is definitely not typical. Therefore, when creating a PC from a creature, check to see if the creature's entry has any ability scores of 10 or higher. If so, for each score, subtract 10 (if the score is even) or 11 (if the score is odd) to get the creature's modifier for that ability based on its race or kind. Generate the character's ability scores as normal, then add the racial ability modifiers to get their ability scores.

Note: Some monsters have base ability scores other than 10 and 11. If alternate scores were used this will be indicated in the monster entry. Also, some monsters that make good PCs have their racial ability modifiers and other traits already listed in their monster entry.

For ability scores lower than 10, the procedure is different. First, determine the character's ability scores, and compare that number to the monster's average ability score, using either the table below that applies to Intelligence or the table that applies to the other five ability scores.

The separate table for Intelligence ensures that no PC ends up with an Intelligence score lower than 3. This is important, because creatures with an Intelligence score lower than 3 are not playable characters. Creatures with any ability score lower than 1 are also not playable.

Monster PCs' Intelligence Scores

Generate	Monster Intelligence Score			
d Score	3	4–5	6–7	8–9
18	10	12	14	16
17	9	11	13	15

16	8	10	12	14
15	7	9	11	13
14	6	8	10	12
13	5	7	9	11
12	4	6	8	10
11	3	5	7	9
10	3	5	7	9
9	3	5	6	8
8	3	4	6	8
7	3	4	5	7
6	3	4	5	6
5	3	3	5	5
4	3	3	4	4
3	3	3	3	3

Monster PCs' Ability Scores

Generated	—Monster Ability Score (Str, Dex, Con, Wis, Cha)—				
Score	1	2–3	4–5	6–7	8–9
18	8	10	12	14	16
17	7	9	11	13	15
16	6	8	10	12	14
15	5	7	9	11	13
14	4	6	8	10	12
13	3	5	7	9	11
12	2	4	6	8	10
11	1	3	5	7	9
10	1	2	4	6	8
9	1	2	4	6	7
8	1	2	4	5	6
7	1	1	3	5	5
6	1	1	2	4	4
5	1	1	1	3	3
4	1	1	1	2	2
3	1	1	1	1	1

Other Statistics for Monsters: Creatures with Hit Dice of 1 or less have normal, class-based Hit Dice and features. They get skills and feats appropriate to a 1st-level character (even if they have a level adjustment).

Those with 2 or more Hit Dice have statistics based on these Hit Dice plus Hit Dice for class levels (if any).

Experience for Monsters: A monster with Hit Dice of 1 or less, no level adjustment, and class levels uses the same tables as standard PC races when determining experience needed.

A monster with Hit Dice of 1 or less, a level adjustment, and class levels adds its class levels, Hit Die, and level adjustment together when determining experience needed (class level + HD + level adjustment).

A monster with more than one Hit Die, a level adjustment, and class levels adds its Hit Dice, class levels, and level adjustment together when determining experience needed (HD + level adjustment + class level).

CARRYING, MOVEMENT, & EXPLORATION

CARRYING CAPACITY

Encumbrance rules determine how much a character's armor and equipment slow him or her down. Encumbrance comes in two parts: encumbrance by armor and encumbrance by total weight.

Encumbrance by Armor: A character's armor defines his or her maximum Dexterity bonus to AC, armor check penalty, speed, and running speed. Unless your character is weak or carrying a lot of gear, that's all you need to know. The extra gear your character carries won't slow him or her down any more than the armor already does.

If your character is weak or carrying a lot of gear, however, then you'll need to calculate encumbrance by weight. Doing so is most important when your character is trying to carry some heavy object.

Weight: If you want to determine whether your character's gear is heavy enough to slow him or her down more than the armor already does, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength on Table: Carrying Capacity. Depending on how the weight compares to the character's carrying capacity, he or she may be carrying a light, medium, or heavy load. Like armor, a character's load affects his or her maximum Dexterity bonus to AC, carries a check penalty (which works like an armor check penalty), reduces the character's speed, and affects how fast the character can run, as shown on Table: Carrying Loads. A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor. Carrying a light load does not encumber a character.

If your character is wearing armor, use the worse figure (from armor or from load) for each category. Do not stack the penalties.

Lifting and Dragging: A character can lift as much as his or her maximum load over his or her head.

A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as five times his or her maximum load. Favorable conditions can double these numbers, and bad circumstances can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on Table: Carrying Capacity are for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large x2, Huge x4, Gargantuan x8, Colossal x16. A smaller creature can carry less weight depending on its size category, as follows: Small x3/4, Tiny x1/2, Diminutive x1/4, Fine x1/8.

Quadrupeds can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score from Table: Carrying Capacity by the appropriate modifier, as follows: Fine x1/4, Diminutive x1/2, Tiny x3/4, Small x1, Medium x1-1/2, Large x3, Huge x6, Gargantuan x12, Colossal x24.

Tremendous Strength: For Strength scores not shown on Table: Carrying Capacity, find the Strength score between 20 and 29 that has the same number in the "ones" digit as the creature's Strength score does and multiply the numbers in that row by 4 for every ten points the creature's strength is above the score for that row.

Table: Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.

17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

Table: Carrying Loads

Load	Speed		
	Max Dex	Check Penalty	(30 ft.)
Medium	+3	-3	20 ft.
Heavy	+1	-6	20 ft.

Armor and Encumbrance for Other Base Speeds

The table below provides reduced speed figures for all base speeds from 20 feet to 100 feet (in 10-foot increments).

Base Speed	Reduced Speed	Base Speed	Reduced Speed
20 ft.	15 ft.	70 ft.	50 ft.
30 ft.	20 ft.	80 ft.	55 ft.
40 ft.	30 ft.	90 ft.	60 ft.
50 ft.	35 ft.	100 ft.	70 ft.
60 ft.	40 ft.		

MOVEMENT

There are three movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

Hustle: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character moving his or her speed twice in a single round, or moving that speed in the same round that he or she performs a standard action or another move action is hustling when he or she moves.

Run (x3): Moving three times speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human in full plate.

Run (x4): Moving four times speed is a running pace for a character in light, medium, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail.

TACTICAL MOVEMENT

Use tactical movement for combat. Characters generally don't walk during combat—they hustle or run. A character who moves his or her speed and takes some action is hustling for about half the round and doing something else the other half.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move. If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling)

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you.)

You can't run or charge through any square that would hamper your movement.

LOCAL MOVEMENT

Characters exploring an area use local movement, measured in feet per minute.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute.

OVERLAND MOVEMENT

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him or her out (see Forced March, below).

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

A fatigued character can't run or charge and takes a penalty of -2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

Run: A character can't run for an extended period of time.

Attempts to run and rest in cycles effectively work out to a hustle.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see Table: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table: Mounts and Vehicles for speeds for water vehicles.

Table: Movement and Distance

	Speed			
	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)¹				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.

One Hour (Overland)				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—

One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

1 Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.

Table: Hampered Movement

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle ¹	x2
Poor visibility	x2
Impassable	—

1 May require a skill check

Table: Terrain and Overland Movement

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x1/2	x1/2
Forest	x1	x1	x1/2
Hills	x1	x3/4	x1/2
Jungle	x1	x3/4	x1/4
Moor	x1	x1	x3/4
Mountains	x3/4	x3/4	x1/2
Plains	x1	x1	x3/4
Swamp	x1	x3/4	x1/2
Tundra, frozen	x1	x3/4	x3/4

Table: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.) ¹	4 miles	32 miles
Light warhorse (231–690 lb.) ¹	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.) ¹	3-1/2 miles	28 miles
Heavy warhorse (301–900 lb.) ¹	3-1/2 miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lb.) ¹	3 miles	24 miles
Warpony (101–300 lb.) ¹	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.) ¹	2 miles	16 miles
Mule (231–690 lb.) ¹	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lb.) ¹	3 miles	24 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed) ²	1/2 mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1-1/2 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-1/2 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles

1 Quadrupeds, such as horses, can carry heavier loads than characters can. See [Carrying Capacity](#), above, for more information.

2 Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

MOVING IN THREE DIMENSIONS

Tactical Aerial Movement

Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability, as shown on Table: Maneuverability. The entries on the table are defined below.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Move Backward: The ability to move backward without turning around.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can use some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

Table: Maneuverability

	Maneuverability				
	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

EVASION AND PURSUIT

In round-by-round movement, simply counting off squares, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it's no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

MOVING AROUND IN SQUARES

In general, when the characters aren't engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people could. A 5-foot square, for instance, can hold several characters; they just can't all fight effectively in that small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances on character activities.

EXPLORATION

VISION AND LIGHT

Dwarves and half-orcs have darkvision, but everyone else needs light to see by. See Table: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts.

In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a -2 penalty to AC, moves at half speed, and takes a -4 penalty on Search checks and most Strength and Dexterity-based skill checks.

Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumination for such characters.

Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within 60 feet. A creature can't hide within 60 feet of a character with darkvision unless it is invisible or has cover.

Table: Light Sources and Illumination

Object	Bright	Shadowy	Duration
Candle	n/a ¹	5 ft.	1 hr.
Everburning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye ²	60-ft. cone	120-ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Spell	Bright	Shadowy	Duration
<i>Continual flame</i>	20 ft.	40 ft.	Permanent
<i>Dancing lights</i> (torches)	20 ft. (each)	40 ft. (each)	1 min.
<i>Daylight</i>	60 ft.	120 ft.	30 min.
<i>Light</i>	20 ft.	40 ft.	10 min.

¹ A candle does not provide bright illumination, only shadowy illumination.

² A bullseye lantern illuminates a cone, not a radius.

BREAKING AND ENTERING

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Smashing an Object

Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack. Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object's AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armor Class: Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow. An object's Armor Class is equal to 10 + its size modifier + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (-5 penalty to AC), but also an additional -2 penalty to its AC. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Common Armor, Weapon, and Shield Hardness and Hit Points; Table: Substance Hardness and Hit Points; and Table: Object Hardness and Hit Points).

Hit Points: An object's hit point total depends on what it is made of and how big it is (see Table: Common Armor, Weapon, and Shield Hardness and Hit Points; Table: Substance Hardness and Hit Points; and Table: Object Hardness and Hit Points). When an object's hit points reach 0, it's ruined.

Very large objects have separate hit point totals for different sections.

Energy Attacks: Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

Ranged Weapon Damage: Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects.

Immunities: Objects are immune to nonlethal damage and to critical hits.

Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

Magic Armor, Shields, and Weapons: Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Damaged Objects: A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is destroyed.

Damaged (but not destroyed) objects can be repaired with the Craft skill.

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

Animated Objects: Animated objects count as creatures for purposes of determining their Armor Class (do not treat them as inanimate objects).

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he or she succeeds. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its hit points, the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength checks to break open doors as follows: Fine -16, Diminutive -12, Tiny -8, Small -4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

A crowbar or portable ram improves a character's chance of breaking open a door.

Table: Common Armor, Weapon, and Shield Hardness and Hit Points

Weapon or Shield	Hardness	HP ¹
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20

Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ²	armor bonus x 5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1 The hp value given is for Medium armor, weapons, and shields.
 Divide by 2 for each size category of the item smaller than Medium, or
 multiply it by 2 for each size category larger than Medium.

2 Varies by material; see Table: Substance Hardness and Hit Points.

Table: Substance Hardness and Hit Points

Substance	Hardnes s	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantine	20	40/inch of thickness

Table: Size and Armor Class of Objects

Size	AC Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Table: Object Hardness and Hit Points

Object	Hardnes s	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28

Iron door (2 in. thick)	10	60	28
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Table: DCs to Break or Burst Items

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28
Condition	DC Adjustment¹
<i>Hold portal</i>	+5
<i>Arcane lock</i>	+10

1 If both apply, use the larger number.

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TREASURE

MONSTERS WITH TREASURE

Every monster has a treasure rating (indicating how much treasure it has, although for some creatures the rating is “None”). The tables found below are used to determine the specifics. After referencing the level and kind of treasure (coins, goods, items) found in the creature’s description, roll on the appropriate row and columns of the proper table. When generating an encounter dealing with monsters away from their lair, remember that a creature only takes what it can easily carry with it. In the case of a creature that cannot use treasure, that generally means nothing. The monster safeguards or hides its treasure as well as it can, but it leaves it behind when outside the lair.

Using the Treasure Table

Cross-reference the level of the treasure on the left with the type of treasure. The level of the treasure is equal to the CR of the monsters in the encounter. A standard treasure (one that includes coins, goods, and items) requires three rolls, one for each category.

Table: Treasure Values per Encounter

Encounter Level	Treasure per Encounter	Encounter Level	Treasure per Encounter
1	300 gp	11	7,500 gp
2	600 gp	12	9,800 gp
3	900 gp	13	13,000 gp
4	1,200 gp	14	17,000 gp
5	1,600 gp	15	22,000 gp
6	2,000 gp	16	28,000 gp
7	2,600 gp	17	36,000 gp
8	3,400 gp	18	47,000 gp
9	4,500 gp	19	61,000 gp
10	5,800 gp	20	80,000 gp

On average, the PCs should earn one treasure suitable to their level for each encounter they overcome.

Table: Average Treasure Results

Type	Average Result
Gem	275 gp
Art object	1,100 gp
Mundane item	350 gp
Minor magic item	1,000 gp
Medium magic item	10,000 gp
Major magic item	40,000 gp

Table: Treasure

Level	d%	— Coins —	d%	Goods	d%	Items
1st	01–14	—	01–90	—	01–71	—
	15–29	1d6 x 1,000 cp	91–95	1 gem	72–95	1 mundane
	30–52	1d8 x 100 sp	96–100	1 art	96–100	1 minor
	53–95	2d8 x 10 gp				
	96–100	1d4 x 10 pp				
2nd	01–13	—	01–81	—	01–49	—
	14–23	1d10 x 1,000 cp	82–95	1d3 gems	50–85	1 mundane
	24–43	2d10 x 100 sp	96–100	1d3 art	86–100	1 minor
	44–95	4d10 x 10 gp				
	96–100	2d8 x 10 pp				
3rd	01–11	—	01–77	—	01–49	—

12–21	2d10 x 1,000 cp	78–95	1d3 gems	50–79	1d3 mundane
22–41	4d8 x 100 sp	96–100	1d3 art	80–100	1 minor
42–95	1d4 x 100 gp				
96–100	1d10 x 10 pp				
4th	01–11	—	01–70	—	01–42
	12–21	3d10 x 1,000 cp	71–95	1d4 gems	43–62
	22–41	4d12 x 1,000 sp	96–100	1d3 art	63–100
	42–95	1d6 x 100 gp			1 minor
	96–100	1d8 x 10 pp			
5th	01–10	—	01–60	—	01–57
	11–19	1d4 x 10,000 cp	61–95	1d4 gems	58–67
	20–38	1d6 x 1,000 sp	96–100	1d4 art	68–100
	39–95	1d8 x 100 gp			1d3 minor
	96–100	1d10 x 10 pp			
6th	01–10	—	01–56	—	01–54
	11–18	1d6 x 10,000 cp	57–92	1d4 gems	55–59
	19–37	1d8 x 1,000 sp	93–100	1d4 art	60–99
	38–95	1d10 x 100 gp	100	1 medium	
	96–100	1d12 x 10 pp			
7th	01–11	—	01–48	—	01–51
	12–18	1d10 x 10,000 cp	49–88	1d4 gems	52–97
	19–35	1d12 x 1,000 sp	89–100	1d4 art	98–100
	36–93	2d6 x 100 gp			1 medium
	94–100	3d4 x 10 pp			
8th	01–10	—	01–45	—	01–48
	11–15	1d12 x 10,000 cp	46–85	1d6 gems	49–96
	16–29	2d6 x 1,000 sp	86–100	1d4 art	97–100
	30–87	2d8 x 100 gp			1 medium
	88–100	3d6 x 10 pp			
9th	01–10	—	01–40	—	01–43
	11–15	2d6 x 10,000 cp	41–80	1d8 gems	44–91
	16–29	2d8 x 1,000 sp	81–100	1d4 art	92–100
	30–85	5d4 x 100 gp			1 medium
	86–100	2d12 x 10 pp			
10th	01–10	—	01–35	—	01–40
	11–24	2d10 x 1,000 sp	36–79	1d8 gems	41–88
	25–79	6d4 x 100 gp	80–100	1d6 art	89–99
	80–100	5d6 x 10 pp	100	1 major	
11th	01–08	—	01–24	—	01–31
	09–14	3d10 x 1,000 sp	25–74	1d10 gems	32–84
	15–75	4d8 x 100 gp	75–100	1d6 art	85–98
	76–100	4d10 x 10 pp	99–100	1 major	
12th	01–08	—	01–17	—	01–27
	09–14	3d12 x 1,000 sp	18–70	1d10 gems	28–82
	15–75	1d4 x 1,000 gp	71–100	1d8 art	83–97
	76–100	1d4 x 100 pp	98–100	1 major	
13th	01–08	—	01–11	—	01–19
	09–75	1d4 x 1,000 gp	12–66	1d12 gems	20–73
	76–100	1d10 x 100 pp	67–100	1d10 art	74–95
	96–100	1 major			1 medium
14th	01–08	—	01–11	—	01–19

09–75	1d6 x 1,000 gp	12–66	2d8 gems	20–58	1d6 minor
76–100	1d12 x 100 pp	67–100	2d6 art	59–92	1 medium
93–100	1 major				
15th	01–03	—	01–09	—	01–11
	04–74	1d8 x 1,000 gp	10–65	2d10 gems	12–46
75–100	3d4 x 100 pp	66–100	2d8 art	47–90	1 medium
91–100	1 major				
16th	01–03	—	01–07	—	01–40
	04–74	1d12 x 1,000 gp	08–64	4d6 gems	41–46
75–100	3d4 x 100 pp	65–100	2d10 art	47–90	1d3 medium
91–100	1 major				
17th	01–03	—	01–04	—	01–33
	04–68	3d4 x 1,000 gp	05–63	4d8 gems	34–83
69–100	2d10 x 100 pp	64–100	3d8 art	84–100	1 major
18th	01–02	—	01–04	—	01–24
	03–65	3d6 x 1,000 gp	05–54	3d12 gems	25–80
66–100	5d4 x 100 pp	55–100	3d10 art	81–100	1 major
19th	01–02	—	01–03	—	01–04
	03–65	3d8 x 1,000 gp	04–50	6d6 gems	05–70
66–100	3d10 x 100 pp	51–100	6d6 art	71–100	1 major
20th	01–02	—	01–02	—	01–25
	03–65	4d8 x 1,000 gp	03–38	4d10 gems	26–65
66–100	4d10 x 100 pp	39–100	7d6 art	66–100	1d3 major

For treasures above 20th level, use the 20th-level row and then add a number of random major items.

Level	Magic Items	Level	Magic Items	Leve	Magic Items
				l	
21st	+1	25th	+9	28th	+23
22nd	+2	26th	+12	29th	+31
23rd	+4	27th	+17	30th	+42
24th	+6				

Table: Gems

d%	Value	Average	Examples
01–25	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
26–50	2d4 x 10 gp	50 gp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51–70	4d4 x 10 gp	100 gp	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
71–90	2d4 x 100 gp	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91–99	4d4 x 100 gp	1,000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4 x 1,000 gp	5,000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

Table: Art Objects

d%	Value	Average	Examples
01–10	1d10 x 10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet

11–25	3d6 x 10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26–40	1d6 x 100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41–50	1d10 x 100 gp	550 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
51–60	2d6 x 100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61–70	3d6 x 100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
71–80	4d6 x 100 gp	1,400 gp	Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81–85	5d6 x 100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86–90	1d4 x 1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91–95	1d6 x 1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96–99	2d4 x 1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6 x 1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

Table: Mundane Items

d%	Mundane Item
01–17	Alchemical item
01–12	Alchemist's fire (1d4 flasks, 20 gp each)
13–24	Acid (2d4 flasks, 10 gp each)
25–36	Smokesticks (1d4 sticks, 20 gp each)
37–48	Holy water (1d4 flasks, 25 gp each)
49–62	Antitoxin (1d4 doses, 50 gp each)
63–74	Everburning torch
75–88	Tanglefoot bags (1d4 bags, 50 gp each)
89–100	Thunderstones (1d4 stones, 30 gp each)
18–50	Armor (roll d%: 01–10 = Small, 11–100 = Medium)
01–12	Chain shirt (100 gp)
13–18	Masterwork studded leather (175 gp)
19–26	Breastplate (200 gp)
27–34	Banded mail (250 gp)
35–54	Half-plate (600 gp)
55–80	Full plate (1,500 gp)
81–90	Darkwood
01–50	Buckler (205 gp)
51–100	Shield (257 gp)
91–100	Masterwork shield
01–17	Buckler (165 gp)
18–40	Light wooden shield (153 gp)
41–60	Light steel shield (159 gp)
61–83	Heavy wooden shield (157 gp)
84–100	Heavy steel shield (170 gp)
51–83	Weapons
01–50	Masterwork common melee weapon
51–70	Masterwork uncommon weapon
71–100	Masterwork common ranged weapon
84–100	Tools and gear
01–03	Backpack, empty (2 gp)
04–06	Crowbar (2 gp)
07–11	Lantern, bullseye (12 gp)
12–16	Lock, simple (20 gp)
17–21	Lock, average (40 gp)
22–28	Lock, good (80 gp)

29–35	Lock, superior (150 gp)
36–40	Manacles, masterwork (50 gp)
41–43	Mirror, small steel (10 gp)
44–46	Rope, silk (50 ft.) (10 gp)
47–53	Spyglass (1,000 gp)
54–58	Artisan’s tools, masterwork (55 gp)
59–63	Climber’s kit (80 gp)
64–68	Disguise kit (50 gp)
69–73	Healer’s kit (50 gp)
74–77	Holy symbol, silver (25 gp)
78–81	Hourglass (25 gp)
82–88	Magnifying glass (100 gp)
89–95	Musical instrument, masterwork (100 gp)
96–100	Thieves’ tools, masterwork (50 gp)

WILDERNESS, WEATHER, & ENVIRONMENT

DUNGEONS

TYPES OF DUNGEONS

The four basic dungeon types are defined by their current status. Many dungeons are variations on these basic types or combinations of more than one of them. Sometimes old dungeons are used again and again by different inhabitants for different purposes.

Ruined Structure: Once occupied, this place is now abandoned (completely or in part) by its original creator or creators, and other creatures have wandered in. Many subterranean creatures look for abandoned underground constructions in which to make their lairs. Any traps that might exist have probably been set off, but wandering beasts might very well be common.

Occupied Structure: This type of dungeon is still in use. Creatures (usually intelligent) live there, although they may not be the dungeon's creators. An occupied structure might be a home, a fortress, a temple, an active mine, a prison, or a headquarters. This type of dungeon is less likely to have traps or wandering beasts, and more likely to have organized guards—both on watch and on patrol. Traps or wandering beasts that might be encountered are usually under the control of the occupants. Occupied structures have furnishings to suit the inhabitants, as well as decorations, supplies, and the ability for occupants to move around (doors they can open, hallways large enough for them to pass through, and so on). The inhabitants might have a communication system, and they almost certainly control an access to the outside.

Some dungeons are partially occupied and partially empty or in ruins. In such cases, the occupants are typically not the original builders but instead a group of intelligent creatures that have set up their base, lair, or fortification within an abandoned dungeon.

Safe Storage: When people want to protect something, they might bury it underground. Whether the item they want to protect is a fabulous treasure, a forbidden artifact, or the dead body of an important figure, these valuable objects are placed within a dungeon and surrounded by barriers, traps, and guardians.

The safe storage type of dungeon is the most likely to have traps but the least likely to have wandering beasts. This type of dungeon normally is built for function rather than appearance, but sometimes it has ornamentation in the form of statuary or painted walls. This is particularly true of the tombs of important people.

Sometimes, however, a vault or a crypt is constructed in such a way as to house living guardians. The problem with this strategy is that something must be done to keep the creatures alive between intrusion attempts. Magic is usually the best solution to provide food and water for these creatures. Even if there's no way anything living can survive in a safe storage dungeon, certain monsters can still serve as guardians. Builders of vaults or tombs often place undead creatures or constructs, both of which have no need for sustenance or rest, to guard their dungeons. Magic traps can attack intruders by summoning monsters into the dungeon. These guardians also need no sustenance, since they appear only when they're needed and disappear when their task is done.

Natural Cavern Complex: Underground caves provide homes for all sorts of subterranean monsters. Created naturally and connected by a labyrinthine tunnel system, these caverns lack any sort of pattern, order, or decoration. With no intelligent force behind its construction, this type of dungeon is the least likely to have traps or even doors.

Fungi of all sorts thrive in caves, sometimes growing in huge forests of mushrooms and puffballs. Subterranean predators prowl these forests, looking for those feeding upon the fungi. Some varieties of fungus give off a phosphorescent glow, providing a natural cavern complex with its own limited light source. In other areas, a *daylight* spell or similar magical effect can provide enough light for green plants to grow.

Often, a natural cavern complex connects with another type of dungeons, the caves having been discovered when the manufactured dungeon was delved. A cavern complex can connect two otherwise unrelated dungeons, sometimes creating a strange mixed environment. A natural cavern complex joined with another dungeon often provides a route by which subterranean creatures find their way into a manufactured dungeon and populate it.

DUNGEON TERRAIN

WALLS

Sometimes, masonry walls—stones piled on top of each other (usually but not always held in place with mortar)—divide dungeons into corridors and chambers. Dungeon walls can also be hewn from solid rock, leaving them with a rough, chiseled look. Or, dungeon walls can be the smooth, unblemished stone of a naturally occurring cave. Dungeon walls are difficult to break down or through, but they're generally easy to climb.

Table: Walls

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points ¹	Climb DC
			S		
Masonry	1 ft.	35	8	90 hp	15
Superior masonry	1 ft.	35	8	90 hp	20
Reinforced masonry	1 ft.	45	8	180 hp	15
Hewn stone	3 ft.	50	8	540 hp	22
Unworked stone	5 ft.	65	8	900 hp	20
Iron	3 in.	30	10	90 hp	25
Paper	Paper-thin	1	—	1 hp	30
Wood	6 in.	20	5	60 hp	21
Magically treated ²	—	+20	×2	×2 ³	—

¹ Per 10-foot-by-10-foot section.

² These modifiers can be applied to any of the other wall types.

³ Or an additional 50 hit points, whichever is greater.

Masonry Walls: The most common kind of dungeon wall, masonry walls are usually at least 1 foot thick. Often these ancient walls sport cracks and crevices, and sometimes dangerous slimes or small monsters live in these areas and wait for prey.

Masonry walls stop all but the loudest noises. It takes a DC 20 Climb check to travel along a masonry wall.

Superior Masonry Walls: Sometimes masonry walls are better built (smoother, with tighter-fitting stones and less cracking), and occasionally these superior walls are covered with plaster or stucco. Covered walls often bear paintings, carved reliefs, or other decoration. Superior masonry walls are no more difficult to destroy than regular masonry walls but are more difficult to climb (DC 25).

Hewn Stone Walls: Such walls usually result when a chamber or passage is tunneled out from solid rock. The rough surface of a hewn wall frequently provides minuscule ledges where fungus grows and fissures where vermin, bats, and subterranean snakes live. When such a wall has an “other side” (it separates two chambers in the dungeon), the wall is usually at least 3 feet thick; anything thinner risks collapsing from the weight of all the stone overhead. It takes a DC 25 Climb check to climb a hewn stone wall.

Unworked Stone Walls: These surfaces are uneven and rarely flat. They are smooth to the touch but filled with tiny holes, hidden alcoves, and ledges at various heights. They’re also usually wet or at least damp, since it’s water that most frequently creates natural caves. When such a wall has an “other side,” the wall is usually at least 5 feet thick. It takes a DC 15 Climb check to move along an unworked stone wall.

SPECIAL WALLS

Reinforced Walls: These are masonry walls with iron bars on one or both sides of the wall, or placed within the wall to strengthen it. The hardness of a reinforced wall remains the same, but its hit points are doubled and the Strength check DC to break through it is increased by 10.

Iron Walls: These walls are placed within dungeons around important places such as vaults.

Paper Walls: Paper walls are the opposite of iron walls, placed as screens to block line of sight but nothing more.

Wooden Walls: Wooden walls often exist as recent additions to older dungeons, used to create animal pens, storage bins, or just to make a number of smaller rooms out of a larger one.

Magically Treated Walls: These walls are stronger than average, with a greater hardness, more hit points, and a higher break DC. Magic can usually double the hardness and hit points and can add up to 20 to the break DC. A magically treated wall also gains a saving throw against spells that could affect it, with the save bonus equaling $2 + \text{one-half the caster level of the magic reinforcing the wall}$. Creating a magic wall requires the Craft Wondrous Item feat and the expenditure of 1,500 gp for each 10-foot-by-10-foot wall section.

Walls with Arrow Slits: Walls with arrow slits can be made of any durable material but are most commonly masonry, hewn stone, or wood. Such a wall allows defenders to fire arrows or crossbow bolts at intruders from behind the safety of the wall. Archers behind arrow slits have improved cover that gives them a +8 bonus to Armor Class, a +4 bonus on Reflex saves, and the benefits of the improved evasion class feature.

FLOORS

As with walls, dungeon floors come in many types.

Flagstone: Like masonry walls, flagstone floors are made of fitted stones. They are usually cracked and only somewhat level. Slime and mold grows in these cracks. Sometimes water runs in rivulets between the stones or sits in stagnant puddles. Flagstone is the most common dungeon floor.

Uneven Flagstone: Over time, some floors can become so uneven that a DC 10 Balance check is required to run or charge across the surface. Failure means the character can't move in this round. Floors as treacherous as this should be the exception, not the rule.

Hewn Stone Floors: Rough and uneven, hewn floors are usually covered with loose stones, gravel, dirt, or other debris. A DC 10 Balance check is required to run or charge across such a floor. Failure means the character can still act, but can't run or charge in this round.

Light Rubble: Small chunks of debris litter the ground. Light rubble adds 2 to the DC of Balance and Tumble checks.

Dense Rubble: The ground is covered with debris of all sizes. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble adds 5 to the DC of Balance and Tumble checks, and it adds 2 to the DC of Move Silently checks.

Smooth Stone Floors: Finished and sometimes even polished, smooth floors are found only in dungeons with capable and careful builders.

Natural Stone Floors: The floor of a natural cave is as uneven as the walls. Caves rarely have flat surfaces of any great size. Rather, their floors have many levels. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks to get from one surface to the other. Unless a path has been worn and well marked in the floor of a natural cave, it takes 2 squares of movement to enter a square with a natural stone floor, and the DC of Balance and Tumble checks increases by 5. Running and charging are impossible, except along paths.

SPECIAL FLOORS

Slippery: Water, ice, slime, or blood can make any of the dungeon floors described in this section more treacherous. Slippery floors increase the DC of Balance and Tumble checks by 5.

Grate: A grate often covers a pit or an area lower than the main floor. Grates are usually made from iron, but large ones can also be made from iron-bound timbers. Many grates have hinges to allow access to what lies below (such grates can be locked like any door), while others are permanent and designed not to move. A typical 1-inch-thick iron grate has 25 hit points, hardness 10, and a DC of 27 for Strength checks to break through it or tear it loose.

Ledge: Ledges allow creatures to walk above some lower area. They often circle around pits, run along underground streams, form balconies around large rooms, or provide a place for archers to stand while firing upon enemies below. Narrow ledges (12 inches wide or less) require those moving along them to make Balance checks. Failure results in the moving character falling off the ledge. Ledges sometimes have railings. In such a case, characters gain a +5 circumstance bonus on Balance checks to move along the ledge. A character who is next to a railing gains a +2 circumstance bonus on his or her opposed Strength check to avoid being bull rushed off the edge.

Ledges can also have low walls 2 to 3 feet high along their edges. Such walls provide cover against attackers within 30 feet on the other side of the wall, as long as the target is closer to the low wall than the attacker is.

Transparent Floor: Transparent floors, made of reinforced glass or magic materials (even a *wall of force*), allow a dangerous setting to be viewed safely from above. Transparent floors are sometimes placed over lava pools, arenas, monster dens, and torture chambers. They can be used by defenders to watch key areas for intruders.

Sliding Floors: A sliding floor is a type of trapdoor, designed to be moved and thus reveal something that lies beneath it. A typical sliding floor moves so slowly that anyone standing on one can avoid falling into the gap it creates, assuming there's somewhere else to go. If such a floor slides quickly enough that there's a chance of a character falling into whatever lies beneath—a spiked pit, a vat of burning oil, or a pool filled with sharks—then it's a trap.

Trap Floors: Some floors are designed to become suddenly dangerous. With the application of just the right amount of weight, or the pull of a lever somewhere nearby, spikes protrude from the floor, gouts of steam or flame shoot up from hidden holes, or the entire floor tilts. These strange floors are sometimes found in an arena, designed to make combats more exciting and deadly. Construct these floors as you would any other trap.

DOORS

Doors in dungeons are much more than mere entrances and exits. Often they can be encounters all by themselves.

Dungeon doors come in three basic types: wooden, stone, and iron.

Table: Doors

Door Type	Typical Thickness	Hardness	Break DC		
			Hit Points	Stuck	Locked
Simple wooden	1 in.	5	10 hp	13	15
Good wooden	1-1/2 in.	5	15 hp	16	18
Strong wooden	2 in.	5	20 hp	23	25
Stone	4 in.	8	60 hp	28	28

Iron	2 in.	10	60 hp	28	28
Portcullis, wooden	3 in	5	30 hp	25 ¹	25 ¹
Portcullis, iron	2 in.	10	60 hp	25 ¹	25 ¹
Lock	—	15	30 hp		
Hinge	—	10	30 hp		

1 DC to lift. Use appropriate door figure for breaking.

Wooden Doors: Constructed of thick planks nailed together, sometimes bound with iron for strength (and to reduce swelling from dungeon dampness), wooden doors are the most common type. Wooden doors come in varying strengths: simple, good, and strong doors. Simple doors (break DC 13) are not meant to keep out motivated attackers. Good doors (break DC 16), while sturdy and long-lasting, are still not meant to take much punishment. Strong doors (break DC 23) are bound in iron and are a sturdy barrier to those attempting to get past them. Iron hinges fasten the door to its frame, and typically a circular pull-ring in the center is there to help open it. Sometimes, instead of a pull-ring, a door has an iron pull-bar on one or both sides of the door to serve as a handle. In inhabited dungeons, these doors are usually well maintained (not stuck) and unlocked, although important areas are locked up if possible.

Stone: Carved from solid blocks of stone, these heavy, unwieldy doors are often built so that they pivot when opened, although dwarves and other skilled craftsfolk are able to fashion hinges strong enough to hold up a stone door. Secret doors concealed within a stone wall are usually stone doors. Otherwise, such doors stand as tough barriers protecting something important beyond. Thus, they are often locked or barred.

Iron: Rusted but sturdy, iron doors in a dungeon are hinged like wooden doors. These doors are the toughest form of nonmagical door. They are usually locked or barred.

Locks, Bars, and Seals: Dungeon doors may be locked, trapped, reinforced, barred, magically sealed, or sometimes just stuck. All but the weakest characters can eventually knock down a door with a heavy tool such as a sledgehammer, and a number of spells and magic items give characters an easy way around a locked door.

Attempts to literally chop a door down with a slashing or bludgeoning weapon use the hardness and hit points given in Table: Doors. Often the easiest way to overcome a recalcitrant door is not by demolishing it but by breaking its lock, bar, or hinges. When assigning a DC to an attempt to knock a door down, use the following as guidelines:

DC 10 or Lower: a door just about anyone can break open.

DC 11–15: a door that a strong person could break with one try and an average person might be able to break with one try.

DC 16–20: a door that almost anyone could break, given time.

DC 21–25: a door that only a strong or very strong person has a hope of breaking, probably not on the first try.

DC 26 or Higher: a door that only an exceptionally strong person has a hope of breaking.

For specific examples in applying these guidelines, see Table: Random Door Types.

Locks: Dungeon doors are often locked, and thus the Open Lock skill comes in very handy. Locks are usually built into the door, either on the edge opposite the hinges or right in the middle of the door. Built-in locks either control an iron bar that juts out of the door and into the wall of its frame, or else a sliding iron bar or heavy wooden bar that rests behind the entire door. By contrast, padlocks are not built-in but usually run through two rings, one on the door and the other on the wall. More complex locks, such as combination locks and puzzle locks, are usually built into the door itself. Because such keyless locks are larger and more complex, they are typically only found in sturdy doors (strong wooden, stone, or iron doors).

The Open Lock DC to pick a lock often falls into the range of 20 to 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Locks are often trapped, usually with poison needles that extend out to prick a rogue's finger.

Breaking a lock is sometimes quicker than breaking the whole door. If a PC wants to whack at a lock with a weapon, treat the typical lock as having hardness 15 and 30 hit points. A lock can only be broken if it can be attacked separately from the door, which means that a built-in lock is immune to this sort of treatment. In an occupied dungeon, every locked door should have a key somewhere.

A special door (see below for examples) might have a lock with no key, instead requiring that the right combination of nearby levers must be manipulated or the right symbols must be pressed on a keypad in the correct sequence to open the door.

Stuck Doors: Dungeons are often damp, and sometimes doors get stuck, particularly wooden doors. Assume that about 10% of wooden doors and 5% of nonwooden doors are stuck. These numbers can be doubled (to 20% and 10%, respectively) for long-abandoned or neglected dungeons.

Barred Doors: When characters try to bash down a barred door, it's the quality of the bar that matters, not the material the door is made of. It takes a DC 25 Strength check to break through a door with a wooden bar, and a DC 30 Strength check if the bar is made of iron. Characters can attack the door and destroy it instead, leaving the bar hanging in the now-open doorway.

Magic Seals: In addition to magic traps spells such as *arcane lock* can discourage passage through a door. A door with an *arcane lock* spell on it is considered locked even if it doesn't have a physical lock. It takes a *knock* spell, a *dispel magic* spell, or a successful Strength check to get through such a door.

Hinges: Most doors have hinges. Obviously, sliding doors do not. (They usually have tracks or grooves instead, allowing them to slide easily to one side.)

Standard Hinges: These hinges are metal, joining one edge of the door to the doorframe or wall. Remember that the door swings open toward the side with the hinges. (So, if the hinges are on the PCs' side, the door opens toward them; otherwise it opens away from them.) Adventurers can take the hinges apart one at a time with successful Disable Device checks (assuming the hinges are on their side of the door, of course). Such a task has a DC of 20 because most hinges are rusted or stuck. Breaking a hinge is difficult. Most have hardness 10 and 30 hit points. The break DC for a hinge is the same as for breaking down the door.

Nested Hinges: These hinges are much more complex than ordinary hinges, and are found only in areas of excellent construction. These hinges are built into the wall and allow the door to swing open in either direction. PCs can't get at the hinges to fool with them unless they break through the doorframe or wall. Nested hinges are typically found on stone doors but sometimes on wooden or iron doors as well.

Pivots: Pivots aren't really hinges at all, but simple knobs jutting from the top and bottom of the door that fit into holes in the doorframe, allowing the door to spin. The advantages of pivots is that they can't be dismantled like hinges and they're simple to make. The disadvantage is that since the door pivots on its center of gravity (typically in the middle), nothing larger than half the door's width can fit through. Doors with pivots are usually stone and are often quite wide to overcome this disadvantage. Another solution is to place the pivot toward one side and have the door be thicker at that end and thinner toward the other end so that it opens more like a normal door. Secret doors in walls often turn on pivots, since the lack of hinges makes it easier to hide the door's presence. Pivots also allow objects such as bookcases to be used as secret doors.

Secret Doors: Disguised as a bare patch of wall (or floor, or ceiling), a bookcase, a fireplace, or a fountain, a secret door leads to a secret passage or room. Someone examining the area finds a secret door, if one exists, on a successful Search check (DC 20 for a typical secret door to DC 30 for a well-hidden secret door). Elves have a chance to detect a secret door just by casually looking at an area.

Many secret doors require a special method of opening, such as a hidden button or pressure plate. Secret doors can open like normal doors, or they may pivot, slide, sink, rise, or even lower like a drawbridge to permit access. Builders might put a secret door down low near the floor or high up in a wall, making it difficult to find or reach. Wizards and sorcerers have a spell, *phase door*, that allows them to create a magic secret door that only they can use.

Magic Doors: Enchanted by the original builders, a door might speak to explorers, warning them away. It might be protected from harm, increasing its hardness or giving it more hit points as well as an improved saving throw bonus against *disintegrate* and other similar spells. A magic door might not lead into the space revealed beyond, but instead it might be a portal to a faraway place or even another plane of existence. Other magic doors might require passwords or special keys to open them.

Portcullises: These special doors consist of iron or thick, ironbound, wooden shafts that descend from a recess in the ceiling above an archway. Sometimes a portcullis has crossbars that create a grid, sometimes not. Typically raised by means of a winch or a capstan, a portcullis can be dropped quickly, and the shafts end in spikes to discourage anyone from standing underneath (or from attempting to dive under it as it drops). Once it is dropped, a portcullis locks, unless it is so large that no normal person could lift it anyway. In any event, lifting a typical portcullis requires a DC 25 Strength check.

WALLS, DOORS, AND DETECT SPELLS

Stone walls, iron walls, and iron doors are usually thick enough to block most *detect* spells, such as *detect thoughts*. Wooden walls, wooden doors, and stone doors are usually not thick enough to do so. However, a secret stone door built into a wall and as thick as the wall itself (at least 1 foot) does block most *detect* spells.

ROOMS

Rooms in dungeons vary in shape and size. Although many are simple in construction and appearance, particularly interesting rooms have multiple levels joined by stairs, ramps, or ladders, as well as statuary, altars, pits, chasms, bridges, and more.

Underground chambers are prone to collapse, so many rooms—particularly large ones—have arched ceilings or pillars to support the weight of the rock overhead.

Common dungeon rooms fall into the following broad categories.

Guard Post: Intelligent, social denizens of the dungeon will generally have a series of adjacent rooms they consider “theirs,” and they'll guard the entrances to that common area.

Living Quarters: All but the most nomadic creatures have a lair where they can rest, eat, and store their treasure. Living quarters commonly include beds (if the creature sleeps), possessions (both valuable and mundane), and some sort of food preparation area. Noncombatant creatures such as juveniles and the elderly are often found here.

Work Area: Most intelligent creatures do more than just guard, eat, and sleep, and many devote rooms to magic laboratories, workshops for weapons and armor, or studios for more esoteric tasks.

Shrine: Any creature that is particularly religious may have some place dedicated to worship, and others may venerate something of great historical or personal value. Depending on the creature's resources and piety, a shrine can be humble or extensive. A shrine is where PCs will likely encounter NPC clerics, and it's common for wounded monsters to flee to a shrine friendly to them when they seek healing.

Vault: Well protected, often by a locked iron door, a vault is a special room that contains treasure. There's usually only one entrance—an appropriate place for a trap.

Crypt: Although sometimes constructed like a vault, a crypt can also be a series of individual rooms, each with its own sarcophagus, or a long hall with recesses on either side—shelves to hold coffins or bodies.

Those who are worried about undead rising from the grave take the precaution of locking and trapping a crypt from the outside—making the crypt easy to get into but difficult to leave. Those worried about tomb robbers make their crypts difficult to get into. Some builders do both, just to be on the safe side.

CORRIDORS

All dungeons have rooms, and most have corridors. While most corridors simply connect rooms, sometimes they can be encounter areas in their own right because of traps, guard patrols, and wandering monsters out on the hunt.

Corridor Traps: Because passageways in dungeons tend to be narrow, offering few movement options, dungeon builders like to place traps in them. In a cramped passageway, there's no way for intruders to move around concealed pits, falling stones, arrow traps, tilting floors, and sliding or rolling rocks that fill the entire passage. For the same reason, magic traps such as *glyphs of warding* are effective in hallways as well.

Mazes: Usually, passages connect chambers in the simplest and straightest manner possible. Some dungeon builders, however, design a maze or a labyrinth within the dungeon. This sort of construction is difficult to navigate (or at least to navigate quickly) and, when filled with monsters or traps, can be an effective barrier.

A maze can be used to cut off one area of the dungeon, deflecting intruders away from a protected spot. Generally, though, the far side of a maze holds an important crypt or vault—someplace that the dungeon's regular inhabitants rarely need to get to.

MISCELLANEOUS FEATURES

Stairs: The usual way to connect different levels of a dungeon is with stairs. Straight stairways, spiral staircases, or stairwells with multiple landings between flights of stairs are all common in dungeons, as are ramps (sometimes with an incline so slight that it can be difficult to notice; Spot DC 15). Stairs are important accessways, and are sometimes guarded or trapped. Traps on stairs often cause intruders to slide or fall down to the bottom, where a pit, spikes, a pool of acid, or some other danger awaits.

Gradual Stairs: Stairs that rise less than 5 feet for every 5 feet of horizontal distance they cover don't affect movement, but characters who attack a foe below them gain a +1 bonus on attack rolls from being on higher ground. Most stairs in dungeons are gradual, except for spiral stairs (see below).

Steep Stairs: Characters moving up steep stairs (which rise at a 45-degree angle or steeper) must spend 2 squares of movement to enter each square of stairs. Characters running or charging down steep stairs must succeed on a DC 10 Balance check upon entering the first steep stairs square. Characters who fail stumble and must end their movement $1d2 \times 5$ feet later. Characters who fail by 5 or more take 1d6 points of damage and fall prone in the square where they end their movement. Steep stairs increase the DC of Tumble checks by 5.

Spiral Stairs: This form of steep stairs is designed to make defending a fortress easier. Characters gain cover against foes below them on spiral stairs because they can easily duck around the staircase's central support.

Railings and Low Walls: Stairs that are open to large rooms often have railings or low walls. They function as described for ledges (see Special Floors).

Bridge: A bridge connects two higher areas separated by a lower area, stretching across a chasm, over a river, or above a pit. A simple bridge might be a single wooden plank, while an elaborate one could be made of mortared stone with iron supports and side rails.

Narrow Bridge: If a bridge is particularly narrow, such as a series of planks laid over lava fissures, treat it as a ledge (see Special Floors). It requires a Balance check (DC dependent on width) to cross such a bridge.

Rope Bridge: Constructed of wooden planks suspended from ropes, a rope bridge is convenient because it's portable and can be easily removed. It takes two full-round actions to untie one end of a rope bridge, but a DC 15 Use Rope check reduces the time to a move action. If only one of the two supporting ropes is attached, everyone on the bridge must succeed on a DC 15 Reflex save to avoid falling off, and thereafter must make DC 15 Climb checks to move along the remnants of the bridge. Rope bridges are usually 5 feet wide. The two ropes that support them have 8 hit points each.

Drawbridge: Some bridges have mechanisms that allow them to be extended or retracted from the gap they cross. Typically, the winch mechanism exists on only one side of the bridge. It takes a move action to lower a drawbridge, but the bridge

doesn't come down until the beginning of the lowering character's next turn. It takes a full-round action to raise a drawbridge; the drawbridge is up at the end of the action. Particularly long or wide drawbridges may take more time to raise and lower, and some may require Strength checks to rotate the winch.

Railings and Low Walls: Some bridges have railings or low walls along the sides. If a bridge does, the railing or low walls affect Balance checks and bull rush attempts as described for ledges (see Special Floors). Low walls likewise provide cover to bridge occupants.

Chutes and Chimneys: Stairs aren't the only way to move up and down in a dungeon. Sometimes a vertical shaft connects levels of a dungeon or links a dungeon with the surface. Chutes are usually traps that dump characters into a lower area—often a place featuring some dangerous situation with which they must contend.

Pillar: A common sight in any dungeon, pillars and columns give support to ceilings. The larger the room, the more likely it has pillars. As a rule of thumb, the deeper in the dungeon a room is, the thicker the pillars need to be to support the overhead weight. Pillars tend to be polished and often have carvings, paintings, or inscriptions upon them.

Slender Pillar: These pillars are only a foot or two across, so they don't occupy a whole square. A creature standing in the same square as a slender pillar gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a slender pillar does not otherwise affect a creature's fighting space, because it's assumed that the creature is using the pillar to its advantage when it can. A typical slender pillar has AC 4, hardness 8, and 250 hit points.

Wide Pillar: These pillars take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 8, and 900 hit points. A DC 20 Climb check is sufficient to climb most pillars; the DC increases to 25 for polished or unusually slick ones.

Stalagmite/Stalactite: These tapering natural rock columns extend from the floor (stalagmite) or the ceiling (stalactite). Stalagmites and stalactites function as slender pillars.

Statue: Most statues function as wide pillars, taking up a square and providing cover. Some statues are smaller and act as slender pillars. A DC 15 Climb check allows a character to climb a statue.

Tapestry: Elaborately embroidered patterns or scenes on cloth, tapestries hang from the walls of well-appointed dungeon rooms or corridors. Crafty builders take advantage of tapestries to place alcoves, concealed doors, or secret switches behind them.

Tapestries provide total concealment (50% miss chance) to characters behind them if they're hanging from the ceiling, or concealment (20% miss chance) if they're flush with the wall. Climbing a big tapestry isn't particularly difficult, requiring a DC 15 Climb check (or DC 10 if a wall is within reach).

Pedestal: Anything important on display in a dungeon, from a fabulous treasure to a coffin, tends to rest atop a pedestal or a dais. Raising the object off the floor focuses attention on it (and, in practical terms, keeps it safe from any water or other substance that might seep onto the floor). A pedestal is often trapped to protect whatever sits atop it. It can conceal a secret trapdoor beneath itself or provide a way to reach a door in the ceiling above itself.

Only the largest pedestals take up an entire square; most provide no cover.

Pool: Pools of water collect naturally in low spots in dungeons (a dry dungeon is rare). Pools can also be wells or natural underground springs, or they can be intentionally created basins, cisterns, and fountains. In any event, water is fairly common in dungeons, harboring sightless fish and sometimes aquatic monsters. Pools provide water for dungeon denizens, and thus are as important an area for a predator to control as a watering hole aboveground in the wild.

Shallow Pool: If a square contains a shallow pool, it has roughly 1 foot of standing water. It costs 2 squares of movement to move into a square with a shallow pool, and the DC of Tumble checks in such squares increases by 2.

Deep Pool: These squares have at least 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep pool, or characters can swim if they wish. Small or smaller creatures must swim to move through a square containing a deep pool. Tumbling is impossible in a deep pool. The water in a deep pool provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't also underwater.

Deep pool squares are usually clustered together and surrounded by a ring of shallow pool squares. Both shallow pools and deep pools impose a -2 circumstance penalty on Move Silently checks.

Special Pools: Through accident or design, a pool can become magically enhanced. Rarely, a pool or a fountain may be found that has the ability to bestow beneficial magic on those who drink from it. However, magic pools are just as likely to curse the drinker. Typically, water from a magic pool loses its potency if removed from the pool for more than an hour or so.

Some pools have fountains. Occasionally these are merely decorative, but they often serve as the focus of a trap or the source of a pool's magic.

Most pools are made of water, but anything's possible in a dungeon. Pools can hold unsavory substances such as blood, poison, oil, or magma. And even if a pool holds water, it can be holy water, saltwater, or water tainted with disease.

Elevator: In place of or in addition to stairs, an elevator (essentially an oversized dumbwaiter) can take inhabitants from one dungeon level to the next. Such an elevator may be mechanical (using gears, pulleys, and winches) or magical (such as a *levitate* spell cast on a movable flat surface). A mechanical elevator might be as small as a platform that holds one character

at a time, or as large as an entire room that raises and lowers. A clever builder might design an elevator room that moves up or down without the occupants' knowledge to catch them in a trap, or one that appears to have moved when it actually remained still.

A typical elevator ascends or descends 10 feet per round at the beginning of the operator's turn (or on initiative count 0 if it functions without regard to whether creatures are on it). Elevators can be enclosed, can have railings or low walls, or may simply be treacherous floating platforms.

Ladders: Whether free-standing or rungs set into a wall, a ladder requires a DC 0 Climb check to ascend or descend.

Shifting Stone or Wall: These features can cut off access to a passage or room, trapping adventurers in a dead end or preventing escape out of the dungeon. Shifting walls can force explorers to go down a dangerous path or prevent them from entering a special area. Not all shifting walls need be traps. For example, stones controlled by pressure plates, counterweights, or a secret lever can shift out of a wall to become a staircase leading to a hidden upper room or secret ledge. Shifting stones and walls are generally constructed as traps with triggers and Search and Disable Device DCs. However they don't have Challenge Ratings because they're inconveniences, not deadly in and of themselves.

Teleporters: Sometimes useful, sometimes devious, places in a dungeon rigged with a teleportation effect (such as a *teleportation circle*) transport characters to some other location in the dungeon or someplace far away. They can be traps, teleporting the unwary into dangerous situations, or they can be an easy mode of transport for those who built or live in the dungeon, good for bypassing barriers and traps or simply to get around more quickly. Devious dungeon designers might place a teleporter in a room that transports characters to another seemingly identical room so that they don't even know they've been teleported. A *detect magic* spell will provide a clue to the presence of a teleporter, but direct experimentation or other research is the only way to discover where the teleporter leads.

Altars: Temples—particularly to dark gods—often exist underground. Usually taking the form of a stone block, an altar is the main fixture and central focus of such a temple. Sometimes all the other trappings of the temple are long gone, lost to theft, age, and decay, but the altar survives. Some altars have traps or powerful magic within them. Most take up one or two squares on the grid and provide cover to creatures behind them.

CAVE-INS AND COLLAPSES (CR 8)

Cave-ins and collapsing tunnels are extremely dangerous. Not only do dungeon explorers face the danger of being crushed by tons of falling rock, even if they survive they may be buried beneath a pile of rubble or cut off from the only known exit. A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-radius slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a DC 20 Knowledge (architecture and engineering) or DC 20 Craft (stonemasonry) check. Remember that Craft checks can be made untrained as Intelligence checks. A dwarf can make such a check if he simply passes within 10 feet of a weakened ceiling.

A weakened ceiling may collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding the ceiling up.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If it fails, he takes 1d6 points of lethal damage each minute thereafter until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. You may allow a buried character to free himself with a DC 25 Strength check.

Slimes, Molds, and Fungi

In a dungeon's damp, dark recesses, molds and fungi thrive. While some plants and fungi are monsters and other slime, mold, and fungus is just normal, innocuous stuff, a few varieties are dangerous dungeon encounters. For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Like traps, dangerous slimes and molds have CRs, and characters earn XP for encountering them.

A form of glistening organic sludge coats almost anything that remains in the damp and dark for too long. This kind of slime, though it might be repulsive, is not dangerous.

Molds and fungi flourish in dark, cool, damp places. While some are as inoffensive as the normal dungeon slime, others are quite dangerous. Mushrooms, puffballs, yeasts, mildew, and other sorts of bulbous, fibrous, or flat patches of fungi can be found throughout most dungeons. They are usually inoffensive, and some are even edible (though most are unappealing or odd-tasting).

Green Slime (CR 4): This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and

ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Yellow Mold (CR 6): If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or take 1d6 points of Constitution damage. Another DC 15 Fortitude save is required 1 minute later—even by those who succeeded on the first save—to avoid taking 2d6 points of Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

Brown Mold (CR 2): Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from a *cone of cold*, instantly destroys it.

Phosphorescent Fungus (No CR): This strange underground fungus grows in clumps that look almost like stunted shrubbery. Drow elves cultivate it for food and light. It gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does.

WILDERNESS

GETTING LOST

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country may become disoriented—especially in conditions of poor visibility or in difficult terrain.

Poor Visibility: Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they may become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or lowlight vision.

Difficult Terrain: Any character in forest, moor, hill, or mountain terrain may become lost if he or she moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

	Survival DC		Survival DC
Moor or hill, map	6	Poor visibility	12
Mountain, map	8	Mountain, no map	12
Moor or hill, no map	10	Forest	15

A character with at least 5 ranks in Knowledge (geography) or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on this check.

Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check.

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel.

Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing that You're Lost: Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, -1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost.

Setting a New Course: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel.

Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right.

Regaining Your Bearings: There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check. Finally, magic may make their course clear.

FOREST TERRAIN

Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.

The table below describes in general terms how likely it is that a given square has a terrain element in it.

Forest Terrain Features

Category of Forest			
	Sparse	Medium	Dense
Typical trees	50%	70%	80%
Massive trees	—	10%	20%
Light undergrowth	50%	70%	50%
Heavy undergrowth	—	20%	50%

Trees: The most important terrain element in a forest is the trees, obviously. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Forest Canopy: It's common for elves and other forest dwellers to live on raised platforms far above the surface floor. These wooden platforms generally have rope bridges between them. To get to the treehouses, characters generally ascend the trees' branches (Climb DC 15), use rope ladders (Climb DC 0), or take pulley elevators (which can be made to rise a number of feet equal to a Strength check, made each round as a full-round action). Creatures on platforms or branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well.

Other Forest Terrain Elements: Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams are generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

Stealth and Detection in a Forest: In a sparse forest, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is $3d6 \times 10$ feet. In a medium forest, this distance is $2d8 \times 10$ feet, and in a dense forest it is $2d6 \times 10$ feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.

The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth).

Forest Fires (CR 6)

Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way. Whatever the cause of the fire, travelers can get caught in the conflagration.

A forest fire can be spotted from as far away as $2d6 \times 100$ feet by a character who makes a Spot check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Spot checks, the fire moves closer to them. They automatically see it when it closes to half the original distance.

Characters who are blinded or otherwise unable to make Spot checks can feel the heat of the fire (and thus automatically “spot” it) when it is 100 feet away.

The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for $2d4 \times 10$ minutes before dying to a smoking smolder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.

Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.

Heat Damage: Getting caught within a forest fire is even worse than being exposed to extreme heat (see Heat Dangers).

Breathing the air causes a character to take 1d6 points of damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

Catching on Fire: Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter (see Catching on Fire).

Smoke Inhalation: Forest fires naturally produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Also, smoke obscures vision, providing concealment to characters within it.

MARSH TERRAIN

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain, below), which effectively are a third category of terrain found in marshes.

The table below describes terrain features found in marshes.

Marsh Terrain Features

— Marsh Category —

Moor	Swamp
Shallow bog	20%
Deep bog	5%
Light undergrowth	30%
Heavy undergrowth	10%

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover.

Creatures with this improved cover take a -10 penalty on attacks against creatures that aren’t underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Move Silently checks by 2.

Undergrowth: The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest (see above). A square that is part of a bog does not also have undergrowth.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don’t have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her $1d2 \times 5$ feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description).

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

Other Marsh Terrain Elements: Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

Stealth and Detection in a Marsh: In a moor, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is $6d6 \times 10$ feet. In a swamp, this distance is $2d8 \times 10$ feet.

Undergrowth and deep bogs provide plentiful concealment, so it's easy to hide in a marsh.

A marsh imposes no penalties on Listen checks, and using the Move Silently skill is more difficult in both undergrowth and bogs.

HILLS TERRAIN

A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.

Hills Terrain Features

Hills Category

	Gentle Hill	Rugged Hill
Gradual slope	75%	40%
Steep slope	20%	50%
Cliff	5%	10%
Light undergrowth	15%	15%

Gradual Slope: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement $1d2 \times 5$ feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Tumble checks by 2.

Cliff: A cliff typically requires a DC 15 Climb check to scale and is $1d4 \times 10$ feet tall, although the needs of your map may mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller.

Light Undergrowth: Sagebrush and other scrubby bushes grow on hills, although they rarely cover the landscape as they do in forests and marshes. Light undergrowth provides concealment and increases the DC of Tumble and Move Silently checks by 2.

Other Hills Terrain Elements: Trees aren't out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. If you add a stream or streambed, remember that water always flows downhill.

Stealth and Detection in Hills: In gentle hills, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is $2d10 \times 10$ feet. In rugged hills, this distance is $2d6 \times 10$ feet.

Hiding in hills terrain can be difficult if there isn't undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge.

Hills don't affect Listen or Move Silently checks.

MOUNTAIN TERRAIN

The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit. Mountains have an important terrain element, the rock wall, that is marked on the border between squares rather than taking up squares itself.

Mountain Terrain Features

Mountain Category			
	Alpine Meadow	Rugged	Forbidding
Gradual slope	50%	25%	15%
Steep slope	40%	55%	55%
Cliff	10%	15%	20%
Chasm	—	5%	10%
Light undergrowth	20%	10%	—
Scree	—	20%	30%
Dense rubble	—	20%	30%

Gradual and Steep Slopes: These function as described in Hills Terrain, above.

Cliff: These terrain elements also function like their hills terrain counterparts, but they're typically $2d6 \times 10$ feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.

Chasm: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident (although bull rushes are another story). A typical chasm is $2d4 \times 10$ feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm. In forbidding mountain terrain, chasms are typically $2d8 \times 10$ feet deep.

Light Undergrowth: This functions as described in Forest Terrain, above.

Scree: A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Move Silently checks increases by 2 if the scree is on a slope of any kind.

Dense Rubble: The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Move Silently checks increases by +2.

Rock Wall: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is $2d4 \times 10$ feet tall in rugged mountains and $2d8 \times 10$ feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.

Cave Entrance: Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. Beyond the entrance, a cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are $1d4 \times 10$ feet across.

Other Mountain Terrain Features: Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (described below).

Stealth and Detection in Mountains: As a guideline, the maximum distance in mountain terrain at which a Spot check for detecting the nearby presence of others can succeed is $4d10 \times 10$ feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin. As in hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It's easier to hear faraway sounds in the mountains. The DC of Listen checks increases by 1 per 20 feet between listener and source, not per 10 feet.

Avalanches (CR 7)

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as $1d10 \times 500$ feet downslope by a character who makes a DC 20 Spot check, treating the avalanche as a Colossal creature. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Listen check can hear the avalanche or landslide when it is $1d6 \times 500$ feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried (see below). Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of $1d6 \times 100$ feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll $1d6 \times 20$; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

Mountain Travel

High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All nonacclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save.

High Peak (more than 15,000 feet): The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

DESERT TERRAIN

Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (often temperate), and sandy desert (often warm).

Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it's easy to find water. And during the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in marsh terrain, although there's little standing water.

The table above describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, a square of tundra may contain either light undergrowth or an ice sheet, but not both.

Desert Terrain Features

Desert Category		
Tundra	Rocky	Sandy
Light undergrowth	15%	5%
Ice sheet	25%	—
Light rubble	5%	30%
Dense rubble	—	30%
Sand dunes	—	50%

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks there increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult. The DC of Balance and Tumble checks increases by 2.

Dense Rubble: This terrain feature consists of more and larger stones. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks increases by 5, and the DC of Move Silently checks increases by 2.

Sand Dunes: Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Other Desert Terrain Features: Tundra is sometimes bordered by forests, and the occasional tree isn't out of place in the cold wastes. Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (described in Mountain Terrain, above). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, above, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.

Stealth and Detection in the Desert: In general, the maximum distance in desert terrain at which a Spot check for detecting the nearby presence of others can succeed is $6d6 \times 20$ feet; beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to $6d6 \times 10$ feet.

The desert imposes neither bonuses nor penalties on Listen or Spot checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult.

Sandstorms

A sandstorm reduces visibility to $1d10 \times 5$ feet and provides a -4 penalty on Listen, Search, and Spot checks. A sandstorm deals $1d3$ points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear.

PLAINS TERRAIN

Plains come in three categories: farms, grasslands, and battlefields. Farms are common in settled areas, of course, while grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation or the farmer's plow. Battlefields represent a third terrain category because adventurers tend to spend a lot of time there, not because they're particularly prevalent.

The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting.

The terrain elements in the table below are mutually exclusive.

Plains Terrain Features

Plains Category			
Farm	Grassland	Battlefield	
Light undergrowth	40%	20%	10%
Heavy undergrowth	—	10%	—
Light rubble	—	—	10%
Trench	5%	—	5%
Berm	—	—	5%

Undergrowth: Whether they're crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

Light Rubble: On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in the desert terrain section above.

Trench: Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground. In farm terrain, trenches are generally irrigation ditches.

Berm: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope (described in Hills Terrain, above), with the edges of the berm on the downhill side. Thus, a character crossing a two-square berm will travel uphill for 1 square, then downhill for 1 square. Two square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 1 square downhill from the top of the berm.

Fences: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls. Mounted characters can cross a fence without slowing their movement if they succeed on a DC 15 Ride check. If the check fails, the steed crosses the fence, but the rider falls out of the saddle.

Other Plains Terrain Features: Occasional trees dot the landscape in many plains, although on battlefields they're often felled to provide raw material for siege engines (described in Urban Features). Hedgerows (described in Marsh Terrain) are found in plains as well. Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace.

Stealth and Detection in Plains: In plains terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is $6d6 \times 40$ feet, although the specifics of your map may restrict line of sight. Plains terrain provides no bonuses or penalties on Listen and Spot checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.

AQUATIC TERRAIN

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section. But if characters find themselves in the water because they were bull rushed off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don't matter. Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and nonflowing water (such as lakes and oceans).

Flowing Water: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20). If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.

Swept Away: Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, he arrests his motion by catching a rock, tree limb, or bottom snag—he is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain, above).

Nonflowing Water: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction as if they were flying with perfect maneuverability.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see $4d8 \times 10$ feet if the water is clear, and $1d8 \times 10$ feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the seafloor). Listen and Move Silently checks function normally underwater.

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage, and movement. In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chestdeep water, or walking along the bottom.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural

fire effect is ineffective underwater unless its description states otherwise. The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Table: Combat Adjustments Underwater

Attack/Damage				
Condition	Slashing or Bludgeoning	Tail	Movement	Off Balance? ⁴
<i>Freedom of movement</i>	normal/normal	normal/normal	normal	No
Has a swim speed	-2/half	normal	normal	No
Successful Swim check	-2/half ¹	-2/half	quarter or half ²	No
Firm footing ³	-2/half	-2/half	half	No
None of the above	-2/half	-2/half	normal	Yes

1 A creature without a *freedom of movement* effects or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.
 2 A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.
 3 Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.
 4 Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

Floods

In many wilderness areas, river floods are a common occurrence.

In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by $1d10+10$ feet during the spring flood, and its width increases by a factor of $1d4\times 50\%$. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river. A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter.

URBAN ADVENTURES

At first glance, a city is much like a dungeon, made up of walls, doors, rooms, and corridors. Adventures that take place in cities have two salient differences from their dungeon counterparts, however. Characters have greater access to resources, and they must contend with law enforcement.

Access to Resources: Unlike in dungeons and the wilderness, characters can buy and sell gear quickly in a city. A large city or metropolis probably has high-level NPCs and experts in obscure fields of knowledge who can provide assistance and decipher clues. And when the PCs are battered and bruised, they can retreat to the comfort of a room at the inn.

The freedom to retreat and ready access to the marketplace means that the players have a greater degree of control over the pacing of an urban adventure.

Law Enforcement: The other key distinctions between adventuring in a city and delving into a dungeon is that a dungeon is, almost by definition, a lawless place where the only law is that of the jungle: Kill or be killed. A city, on the other hand, is held together by a code of laws, many of which are explicitly designed to prevent the sort of behavior that adventurers engage in all the time: killing and looting. Even so, most cities' laws recognize monsters as a threat to the stability the city relies on, and prohibitions about murder rarely apply to monsters such as aberrations or evil outsiders. Most evil humanoids, however, are typically protected by the same laws that protect all the citizens of the city. Having an evil alignment is not a crime (except in some severely theocratic cities, perhaps, with the magical power to back up the law); only evil deeds are against the law. Even when adventurers encounter an evildoer in the act of perpetrating some heinous evil upon the populace of the city, the law tends to frown on the sort of vigilante justice that leaves the evildoer dead or otherwise unable to testify at a trial.

Weapon And Spell Restrictions

Different cities have different laws about such issues as carrying weapons in public and restricting spellcasters.

The city's laws may not affect all characters equally. A monk isn't hampered at all by a law about peace-bonding weapons, but a cleric is reduced to a fraction of his power if all holy symbols are confiscated at the city's gates.

Urban Features

Walls, doors, poor lighting, and uneven footing: In many ways a city is much like a dungeon. Some new considerations for an urban setting are covered below.

Walls and Gates

Many cities are surrounded by walls. A typical small city wall is a fortified stone wall 5 feet thick and 20 feet high. Such a wall is fairly smooth, requiring a DC 30 Climb check to scale. The walls are crenellated on one side to provide a low wall for the guards atop it, and there is just barely room for guards to walk along the top of the wall. A typical small city wall has AC 3, hardness 8, and 450 hp per 10-foot section.

A typical large city wall is 10 feet thick and 30 feet high, with crenellations on both sides for the guards on top of the wall. It is likewise smooth, requiring a DC 30 Climb check to scale. Such a wall has AC 3, hardness 8, and 720 hp per 10-foot section.

A typical metropolis wall is 15 feet thick and 40 feet tall. It has crenellations on both sides and often has a tunnel and small rooms running through its interior. Metropolis walls have AC 3, hardness 8, and 1,170 hp per 10-foot section.

Unlike smaller cities, metropolises often have interior walls as well as surrounding walls—either old walls that the city has outgrown, or walls dividing individual districts from each other. Sometimes these walls are as large and thick as the outer walls, but more often they have the characteristics of a large city's or small city's walls.

Watch Towers: Some city walls are adorned with watch towers set at irregular intervals. Few cities have enough guards to keep someone constantly stationed at every tower, unless the city is expecting attack from outside. The towers provide a superior view of the surrounding countryside as well as a point of defense against invaders.

Watch towers are typically 10 feet higher than the wall they adjoin, and their diameter is 5 times the thickness of the wall. Arrow slits line the outer sides of the upper stories of a tower, and the top is crenellated like the surrounding walls are. In a small tower (25 feet in diameter adjoining a 5-foot-thick wall), a simple ladder typically connects the tower's stories and the roof. In a larger tower, stairs serve that purpose.

Heavy wooden doors, reinforced with iron and bearing good locks (Open Lock DC 30), block entry to a tower, unless the tower is in regular use. As a rule, the captain of the guard keeps the key to the tower secured on her person, and a second copy is in the city's inner fortress or barracks.

Gates: A typical city gate is a gatehouse with two portcullises and murder holes above the space between them. In towns and some small cities, the primary entry is through iron double doors set into the city wall.

Gates are usually open during the day and locked or barred at night. Usually, one gate lets in travelers after sunset and is staffed by guards who will open it for someone who seems honest, presents proper papers, or offers a large enough bribe (depending on the city and the guards).

Guards and Soldiers

A city typically has full-time military personnel equal to 1% of its adult population, in addition to militia or conscript soldiers equal to 5% of the population. The full-time soldiers are city guards responsible for maintaining order within the city, similar to the role of modern police, and (to a lesser extent) for defending the city from outside assault. Conscript soldiers are called up to serve in case of an attack on the city.

A typical city guard force works on three eight-hour shifts, with 30% of the force on a day shift (8 A.M. to 4 P.M.), 35% on an evening shift (4 P.M. to 12 A.M.), and 35% on a night shift (12 A.M. to 8 A.M.). At any given time, 80% of the guards on duty are on the streets patrolling, while the remaining 20% are stationed at various posts throughout the city, where they can respond to nearby alarms. At least one such guard post is present within each neighborhood of a city (each neighborhood consisting of several districts).

The majority of a city guard force is made up of warriors, mostly 1st level. Officers include higher-level warriors, fighters, a fair number of clerics, and wizards or sorcerers, as well as multiclass fighter/spellcasters.

Siege Engines

Siege engines are large weapons, temporary structures, or pieces of equipment traditionally used in besieging a castle or fortress.

Table: Siege Engines

Item	Cost	Damage	Critical	Range Increment	Typical Crew
Catapult, heavy	800 gp	6d6	—	200 ft. (100 ft. minimum)	4
Catapult, light	550 gp	4d6	—	150 ft. (100 ft. minimum)	2
Ballista	500 gp	3d8	19–20	120 ft.	1
Ram	1,000 gp	3d6*	—	—	10
Siege tower	2,000 gp	—	—	—	20

* See description for special rules.

Catapult Attack Modifiers

Condition	Modifier
No line of sight to target square	-6
Successive shots (crew can see where most recent misses landed)	Cumulative +2 per previous miss (maximum +10)
Successive shots (crew can't see where most recent misses landed, but observer is providing feedback)	Cumulative +1 per previous miss (maximum +5)

Catapult, Heavy: A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit squares out of its line of sight. To fire a heavy catapult, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, range increment penalty, and the appropriate modifiers from the lower section of Table 3–26. If the check succeeds, the catapult stone hits the square the catapult was aimed at, dealing the indicated damage to any object or character in the square. Characters who succeed on a DC 15 Reflex save take half damage. Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is reaimed or the wind changes direction or speed.

If a catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. Then, count 3 squares away from the target square for every range increment of the attack.

Loading a catapult requires a series of full-round actions. It takes a DC 15 Strength check to winch the throwing arm down; most catapults have wheels to allow up to two crew members to use the aid another action, assisting the main winch operator. A DC 15 Profession (siege engineer) check latches the arm into place, and then another DC 15 Profession (siege engineer) check loads the catapult ammunition. It takes four full-round actions to reaim a heavy catapult (multiple crew members can perform these full-round actions in the same round, so it would take a crew of four only 1 round to reaim the catapult).

A heavy catapult takes up a space 15 feet across.

Catapult, Light: This is a smaller, lighter version of the heavy catapult. It functions as the heavy catapult, except that it takes a DC 10 Strength check to winch the arm into place, and only two full-round actions are required to reaim the catapult. A light catapult takes up a space 10 feet across.

Ballista: A ballista is essentially a Huge heavy crossbow fixed in place. Its size makes it hard for most creatures to aim it. Thus, a Medium creature takes a -4 penalty on attack rolls when using a ballista, and a Small creature takes a -6 penalty. It takes a creature smaller than Large two full-round actions to reload the ballista after firing.

A ballista takes up a space 5 feet across.

Ram: This heavy pole is sometimes suspended from a movable scaffold that allows the crew to swing it back and forth against objects. As a full-round action, the character closest to the front of the ram makes an attack roll against the AC of the construction, applying the -4 penalty for lack of proficiency. (It's not possible to be proficient with this device.) In addition to the damage given on Table: Siege Engines, up to nine other characters holding the ram can add their Strength modifier to the ram's damage, if they devote an attack action to doing so. It takes at least one Huge or larger creature, two Large creatures, four Medium-size creatures, or eight Small creatures to swing a ram. (Tiny or smaller creatures can't use a ram.)

A ram is typically 30 feet long. In a battle, the creatures wielding the ram stand in two adjacent columns of equal length, with the ram between them.

Siege Tower: This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick. A typical siege tower takes up a space 15 feet across. The creatures inside push it at a speed of 10 feet (and a siege tower can't run). The eight creatures pushing on the ground floor have total cover, and those on higher floors get improved cover and can fire through arrow slits.

City Streets

Typical city streets are narrow and twisting. Most streets average 15 to 20 feet wide [$(1d4+1)\times 5$ feet], while alleys range from 10 feet wide to only 5 feet. Cobblestones in good condition allow normal movement, but ones in poor repair and heavily rutted dirt streets are considered light rubble, increasing the DC of Balance and Tumble checks by 2.

Some cities have no larger thoroughfares, particularly cities that gradually grew from small settlements to larger cities. Cities that are planned, or perhaps have suffered a major fire that allowed authorities to construct new roads through formerly inhabited areas, might have a few larger streets through town. These main roads are 25 feet wide—offering room for wagons to pass each other—with 5-foot-wide sidewalks on either side.

Crowds: Urban streets are often full of people going about their daily lives. In most cases, it isn't necessary to put every 1st-level commoner on the map when a fight breaks out on the city's main thoroughfare. Instead just indicate which squares on the map contain crowds. If crowds see something obviously dangerous, they'll move away at 30 feet per round at initiative count 0. It takes 2 squares of movement to enter a square with crowds. The crowds provide cover for anyone who does so, enabling a Hide check and providing a bonus to Armor Class and on Reflex saves.

Directing Crowds: It takes a DC 15 Diplomacy check or DC 20 Intimidate check to convince a crowd to move in a particular direction, and the crowd must be able to hear or see the character making the attempt. It takes a full-round action to make the Diplomacy check, but only a free action to make the Intimidate check.

If two or more characters are trying to direct a crowd in different directions, they make opposed Diplomacy or Intimidate checks to determine whom the crowd listens to. The crowd ignores everyone if none of the characters' check results beat the DCs given above.

Above and beneath the Streets

Rooftops: Getting to a roof usually requires climbing a wall (see the Walls section), unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs, common only in warm climates (accumulated snow can cause a flat roof to collapse), are easy to run across. Moving along the peak of a roof requires a DC 20 Balance check.

Moving on an angled roof surface without changing altitude (moving parallel to the peak, in other words) requires a DC 15 Balance check. Moving up and down across the peak of a roof requires a DC 10 Balance check.

Eventually a character runs out of roof, requiring a long jump across to the next roof or down to the ground. The distance to the next closest roof is usually $1d3 \times 5$ feet horizontally, but the roof across the gap is equally likely to be 5 feet higher, 5 feet lower, or the same height. Use the guidelines in the Jump skill (a horizontal jump's peak height is one-fourth of the horizontal distance) to determine whether a character can make a jump.

Sewers: To get into the sewers, most characters open a grate (a full-round action) and jump down 10 feet. Sewers are built exactly like dungeons, except that they're much more likely to have floors that are slippery or covered with water. Sewers are also similar to dungeons in terms of creatures liable to be encountered therein. Some cities were built atop the ruins of older civilizations, so their sewers sometimes lead to treasures and dangers from a bygone age.

City Buildings

Most city buildings fall into three categories. The majority of buildings in the city are two to five stories high, built side by side to form long rows separated by secondary or main streets. These row houses usually have businesses on the ground floor, with offices or apartments above.

Inns, successful businesses, and large warehouses—as well as millers, tanners, and other businesses that require extra space—are generally large, free-standing buildings with up to five stories.

Finally, small residences, shops, warehouses, or storage sheds are simple, one-story wooden buildings, especially if they're in poorer neighborhoods.

Most city buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch. A typical lower-story wall is 1 foot thick, with AC 3, hardness 8, 90 hp, and a Climb DC of 25. Upper-story walls are 6 inches thick, with AC 3, hardness 5, 60 hp, and a Climb DC of 21. Exterior doors on most buildings are good wooden doors that are usually kept locked, except on public buildings such as shops and taverns.

Buying Buildings

Characters might want to buy their own buildings or even construct their own castle. Use the prices in Table: Buildings directly, or as a guide when for extrapolating costs for more exotic structures.

Table: Buildings

Item	Cost
Simple house	1,000 gp
Grand house	5,000 gp
Mansion	100,000 gp
Tower	50,000 gp
Keep	150,000 gp
Castle	500,000 gp
Huge castle	1,000,000 gp
Moat with bridge	50,000 gp

Simple House: This one- to three-room house is made of wood and has a thatched roof.

Grand House: This four- to ten-room house is made of wood and has a thatched roof.

Mansion: This ten- to twenty-room residence has two or three stories and is made of wood and brick. It has a slate roof.

Tower: This round or square, three-level tower is made of stone.

Keep: This fortified stone building has fifteen to twenty-five rooms.

Castle: A castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

Huge Castle: A huge castle is a particularly large keep with numerous associated buildings (stables, forge, granaries, and so on) and an elaborate 20-foot-high wall that creates bailey and courtyard areas. The wall has six towers and is 10 feet thick.

Moat with Bridge: The moat is 15 feet deep and 30 feet wide. The bridge may be a wooden drawbridge or a permanent stone structure.

City Lights

If a city has main thoroughfares, they are lined with lanterns hanging at a height of 7 feet from building awnings. These lanterns are spaced 60 feet apart, so their illumination is all but continuous. Secondary streets and alleys are not lit; it is common for citizens to hire lantern-bearers when going out after dark.

Alleys can be dark places even in daylight, thanks to the shadows of the tall buildings that surround them. A dark alley in daylight is rarely dark enough to afford true concealment, but it can lend a +2 circumstance bonus on Hide checks.

WEATHER

Sometimes weather can play an important role in an adventure.

Table: Random Weather is an appropriate weather table for general use, and can be used as a basis for a local weather tables. Terms on that table are defined as follows.

Calm: Wind speeds are light (0 to 10 mph).

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

Cold Snap: Lowers temperature by -10° F.

Downpour: Treat as rain (see Precipitation, below), but conceals as fog. Can create floods (see above). A downpour lasts for 2d4 hours.

Heat Wave: Raises temperature by +10° F.

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

Moderate: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

Powerful Storm (Windstorm/Blizzard/Hurricane/Tornado): Wind speeds are over 50 mph (see Table: Wind Effects). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours (see above). Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm moves through their area. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.

Precipitation: Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90), or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

Storm (Duststorm/Snowstorm/Thunderstorm): Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4–1 hours. See Storms, below, for more details.

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

Windy: Wind speeds are moderate to strong (10 to 30 mph); see Table: Wind Effects on the following page.

Table: Random Weather

d%	Weather	Cold Climate	Temperate Climate ¹	Desert
01–70	Normal weather	Cold, calm	Normal for season ²	Hot, calm
71–80	Abnormal weather	Heat wave (01–30) or cold snap (31–100)	Heat wave (01–50) or cold snap (51–100)	Hot, windy
81–90	Inclement weather	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91–99	Storm	Snowstorm	Thunderstorm, snowstorm ³	Duststorm
100	Powerful storm	Blizzard	Windstorm, blizzard ⁴ , hurricane, tornado	Downpour

¹ Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.

² Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.

Rain, Snow, Sleet, and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice. **Rain:** Rain reduces visibility ranges by half, resulting in a -4 penalty on Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind.

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, below). Snow has the same effect on flames as moderate wind.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (-4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a -8 penalty on Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a -4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

Duststorm (CR 3): These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds (see Table: Wind Effects). These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to $10 \times$ her Constitution score). Greater duststorms leave 2d3-1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search, and Listen checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (see Table: Wind Effects). Powerful storms are divided into the following four types.

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

Blizzard: The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado.

Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Winds

The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a -4 penalty. This is the velocity of wind produced by a *gust of wind* spell.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are

impossible, and even siege weapons have a -4 penalty on attack rolls. Listen checks are at a -8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado (CR 10): All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Table: Wind Effects

Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons ¹	Creature Size ²	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	-2/—	Tiny or smaller	Knocked down	10
			Small or larger	None	
Severe	31–50 mph	-4/—	Tiny	Blown away	15
			Small	Knocked down	
			Medium	Checked	
			Large or larger	None	
Windstorm	51–74 mph	Impossible/-4	Small or smaller	Blown away	18
			Medium	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Hurricane	75–174 mph	Impossible/-8	Medium or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	
Tornado	175–300 mph	Impossible/impossible	Large or smaller	Blown away	30
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

¹ The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

² Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

THE ENVIRONMENT

Environmental hazards specific to one kind of terrain (such as an avalanche, which occurs in the mountains) are described in Wilderness, above. Environmental hazards common to more than one setting are detailed below.

ACID EFFECTS

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhaled poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a DC 13 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed (see Drowning).

COLD DANGERS

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Balance and Tumble checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

DARKNESS

Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

—Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a sneak attack).

—Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can't run or charge.

—All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

—A blinded creature loses its Dexterity adjustment to AC and takes a -2 penalty to AC.

—A blinded creature takes a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

—Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

A creature blinded by darkness can make a Listen check as a free action each round in order to locate foes (DC equal to opponents' Move Silently checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A Listen check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).

—A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. (If the unseen creature moves, its location is once again unknown.)

—If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in

which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).

—A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

FALLING

Falling Damage: The basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Jump check or DC 15 Tumble check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Jump or Tumble check, he takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).

Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Tumble check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive.

FALLING OBJECTS

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects.

Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.

Table: Damage from Falling Objects

Object Weight	Falling Distance
200–101 lb.	20 ft.
100–51 lb.	30 ft.
50–31 lb.	40 ft.
30–11 lb.	50 ft.
10–6 lb.	60 ft.
5–1 lb.	70 ft.

For each additional increment an object falls, it deals an additional 1d6 points of damage.

Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

HEAT DANGERS

Heat deals nonlethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters exposed to burning oil, bonfires, and noninstantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Lava Effects

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Drowning, below).

SMOKE EFFECTS

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

STARVATION AND THIRST

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

SUFFOCATION

A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

Slow Suffocation: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last.

Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time.

WATER DANGERS

Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult. See the Swim skill description.)

By contrast, fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she drowns.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

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TRAPS

Types of Traps: A trap can be either mechanical or magic in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. A mechanical trap can be constructed by a PC through successful use of the Craft (trapmaking) skill (see Designing a Trap, below, and the skill description).

Magic traps are further divided into spell traps and magic device traps. Magic device traps initiate spell effects when activated, just as wands, rods, rings, and other magic items do. Creating a magic device trap requires the Craft Wondrous Item feat (see Designing a Trap and the feat description).

Spell traps are simply spells that themselves function as traps. Creating a spell trap requires the services of a character who can cast the needed spell or spells, who is usually either the character creating the trap or an NPC spellcaster hired for the purpose.

MECHANICAL TRAPS

Dungeons are frequently equipped with deadly mechanical (nonmagical) traps. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the heroes receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design.

Creatures who succeed on a DC 20 Search check detect a simple mechanical trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit.)

A character with the trap sense class feature who succeeds on a DC 21 (or higher) Search check detects a well-hidden or complex mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

MAGIC TRAPS

Many spells can be used to create dangerous traps. Unless the spell or item description states otherwise, assume the following to be true.

- A successful Search check (DC 25 + spell level) made by a rogue (and only a rogue) detects a magic trap before it goes off. Other characters have no chance to find a magic trap with a Search check.
- Magic traps permit a saving throw in order to avoid the effect (DC 10 + spell level \times 1.5).
- Magic traps may be disarmed by a rogue (and only a rogue) with a successful Disable Device check (DC 25 + spell level).

ELEMENTS OF A TRAP

All traps—mechanical or magic—have the following elements: trigger, reset, Search DC, Disable Device DC, attack bonus (or saving throw or onset delay), damage/effect, and Challenge Rating. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below.

Trigger

A trap's trigger determines how it is sprung.

Location: A location trigger springs a trap when someone stands in a particular square.

Proximity: This trigger activates the trap when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as crypts, where the air is unusually still.

The proximity trigger used most often for magic device traps is the *alarm* spell. Unlike when the spell is cast, an *alarm* spell used as a trigger can have an area that's no larger than the area the trap is meant to protect.

Some magic device traps have special proximity triggers that activate only when certain kinds of creatures approach. For example, a *detect good* spell can serve as a proximity trigger on an evil altar, springing the attached trap only when someone of good alignment gets close enough to it.

Sound: This trigger springs a magic trap when it detects any sound. A sound trigger functions like an ear and has a +15 bonus on Listen checks. A successful Move Silently check, magical *silence*, and other effects that would negate hearing defeat it. A trap with a sound trigger requires the casting of *clairaudience* during its construction.

Visual: This trigger for magic traps works like an actual eye, springing the trap whenever it “sees” something. A trap with a visual trigger requires the casting of *arcane eye*, *clairvoyance*, or *true seeing* during its construction. Sight range and the Spot bonus conferred on the trap depend on the spell chosen, as shown.

Spell	Sight Range	Spot Bonus
<i>arcane eye</i>	Line of sight (unlimited range)	+20
<i>clairvoyance</i>	One preselected location	+15
<i>true seeing</i>	Line of sight (up to 120 ft.)	+30

If you want the trap to “see” in the dark, you must either choose the *true seeing* option or add *darkvision* to the trap as well. (*Darkvision* limits the trap’s sight range in the dark to 60 feet.) If invisibility, disguises, or illusions can fool the spell being used, they can fool the visual trigger as well.

Touch: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not. You can make a magic touch trigger by adding *alarm* to the trap and reducing the area of the effect to cover only the trigger spot.

Timed: This trigger periodically springs the trap after a certain duration has passed.

Spell: All spell traps have this kind of trigger. The appropriate spell descriptions explain the trigger conditions for traps that contain spell triggers.

Reset

A reset element is the set of conditions under which a trap becomes ready to trigger again.

No Reset: Short of completely rebuilding the trap, there’s no way to trigger it more than once. Spell traps have no reset element.

Repair: To get the trap functioning again, you must repair it.

Manual: Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most mechanical traps have.

Automatic: The trap resets itself, either immediately or after a timed interval.

Repairing and Resetting Mechanical Traps

Repairing a mechanical trap requires a Craft (trapmaking) check against a DC equal to the one for building it. The cost for raw materials is one-fifth of the trap’s original market price. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price. Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

Bypass (Optional Element)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it’s a good idea to build in a bypass mechanism—something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them.

Lock: A lock bypass requires a DC 30 Open Lock check to open.

Hidden Switch: A hidden switch requires a DC 25 Search check to locate.

Hidden Lock: A hidden lock combines the features above, requiring a DC 25 Search check to locate and a DC 30 Open Lock check to open.

Search and Disable Device DCs

The builder sets the Search and Disable Device DCs for a mechanical trap. For a magic trap, the values depend on the highest-level spell used.

Mechanical Trap: The base DC for both Search and Disable Device checks is 20. Raising or lowering either of these DCs affects the base cost (Table: Cost Modifiers for Mechanical Traps) and possibly the CR (Table: CR Modifiers for Mechanical Traps).

Magic Trap: The DC for both Search and Disable Device checks is equal to 25 + the spell level of the highest-level spell used. Only characters with the trap sense class feature can attempt a Search check or a Disable Device check involving a magic trap. These DCs do not affect the trap’s cost or CR.

Attack Bonus/Saving Throw DC

A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither (see Never Miss).

Pits: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category.

Pits in dungeons come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Climb skill, the Jump skill, or various magical means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a DC 20 Search check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. However, if she was running or moving recklessly at the time, she gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it's back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a DC 13 Strength check is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom. Spikes at the bottom of a pit deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there by the dungeon's designer, or might simply have fallen in and not been able to climb back out.

A secondary trap, mechanical or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she's least ready for it.

Ranged Attack Traps: These traps fling darts, arrows, spears, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high strength rating which provides the trap with a bonus on damage equal to its strength rating.

Melee Attack Traps: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus.

Damage/Effect

The effect of a trap is what happens to those who spring it. Usually this takes the form of either damage or a spell effect, but some traps have special effects.

Pits: Falling into a pit deals 1d6 points of damage per 10 feet of depth.

Ranged Attack Traps: These traps deal whatever damage their ammunition normally would. If a trap is constructed with a high strength rating, it has a corresponding bonus on damage.

Melee Attack Traps: These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

Spell Traps: Spell traps produce the spell's effect. Like all spells, a spell trap that allows a saving throw has a save DC of 10 + spell level + caster's relevant ability modifier.

Magic Device Traps: These traps produce the effects of any spells included in their construction, as described in the appropriate entries. If the spell in a magic device trap allows a saving throw, its save DC is 10 + spell level x 1.5. Some spells make attack rolls instead.

Special: Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

Alchemical Item: Mechanical traps may incorporate alchemical devices or other special substances or items, such as tanglefoot bags, alchemist's fire, thunderstones, and the like. Some such items mimic spell effects. If the item mimics a spell effect, it increases the CR as shown on Table: CR Modifiers for Mechanical Traps.

Gas: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features (see below).

Liquid: Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features (see below).

Multiple Target: Traps with this feature can affect more than one character.

Never Miss: When the entire dungeon wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay (see below). Most traps involving liquid or gas are of the never miss variety.

Onset Delay: An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

Poison: Traps that employ poison are deadlier than their nonpoisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table: CR Modifiers for Mechanical Traps. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

Pit Spikes: Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (see Average Damage, below).

Pit Bottom: If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps, below) with a location trigger that activates on any significant impact, such as a falling character.

Touch Attack: This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

SAMPLE TRAPS

The costs listed for mechanical traps are market prices; those for magic traps are raw material costs. Caster level and class for the spells used to produce the trap effects are provided in the entries for magic device traps and spell traps. For all other spells used (in triggers, for example), the caster level is assumed to be the minimum required.

CR 1 Traps

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20. *Market Price:* 2,000 gp.

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20. *Market Price:* 1,800 gp.

Deeper Pit Trap: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23. *Market Price:* 1,300 gp.

Fusillade of Darts: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20. *Market Price:* 500 gp.

Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18. *Market Price:* 700 gp.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20. *Market Price:* 1,300 gp.

Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. *Note:* Damage applies only to those underneath the portcullis. Portcullis blocks passageway. *Market Price:* 1,400 gp.

Razor-Wire across Hallway: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15. *Market Price:* 400 gp.

Rolling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22. *Market Price:* 1,400 gp.

Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20. *Market Price:* 1,700 gp.

Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. *Note:* 200-ft. max range, target determined randomly from those in its path. *Market Price:* 1,200 gp.

Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20. *Market Price:* 500 gp.

Wall Blade Trap: CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22. *Market Price:* 2,500 gp.

CR 2 Traps

Box of Brown Mold: CR 2; mechanical; touch trigger (opening the box); automatic reset; 5-ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16. *Market Price:* 3,000 gp.

Bricks from Ceiling: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price:* 2,400 gp.

Burning Hands Trap: CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. Cost: 500 gp, 40 XP.

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19. *Market Price:* 3,400 gp.

Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26. *Cost:* 500 gp, 40 XP.

Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18. *Market Price:* 4,800 gp.

Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25. *Note:* Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save. *Market Price:* 3,000 gp.

Pit Trap: CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 2,000 gp.

Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17. *Market Price:* 4,720 gp.

Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15. *Market Price:* 1,600 gp.

Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. *Market Price:* 3,800 gp.

Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

Well-Camouflaged Pit Trap: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20. *Market Price:* 4,400 gp.

CR 3 Traps

Burning Hands Trap: CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. *Cost:* 2,500 gp, 200 XP.

Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18. *Market Price:* 4,800 gp.

Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27. *Market Price:* 14,100 gp.

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (*fire trap*, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27. *Cost:* 85 gp to hire NPC spellcaster.

Extended Bane Trap: CR 3; magic device; proximity trigger (*detect good*); automatic reset; spell effect (extended *bane*, 3rd-level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27. *Cost:* 3,500 gp, 280 XP.

Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27. *Cost:* 3,000 gp, 240 XP.

Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22. *Market Price:* 5,400 gp.

Acid Arrow Trap: CR 3; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (*acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27. *Cost:* 3,000 gp, 240 XP.

Pit Trap: CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 3,000 gp.

Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device DC 15. *Market Price:* 2,900 gp.

Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20. *Market Price:* 3,600 gp.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. *Market Price:* 5,400 gp.

CR 4 Traps

Bestow Curse Trap: CR 4; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28. *Cost:* 8,000 gp, 640 XP.

Camouflaged Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. *Market Price:* 6,800 gp.

Collapsing Column: CR 4; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24. *Market Price:* 8,800 gp.

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. *Cost:* 350 gp to hire NPC spellcaster.

Lightning Bolt Trap: CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Cost:* 7,500 gp, 600 XP.

Pit Trap: CR 4; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 4,000 gp.

Poisoned Dart Trap: CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22. *Market Price:* 12,090 gp.

Sepia Snake Sigil Trap: CR 4; spell; spell trigger; no reset; spell effect (*sepia snake sigil*, 5th-level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28. *Cost:* 650 gp to hire NPC spellcaster.

Spiked Pit Trap: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price:* 4,000 gp.

Wall Scythe Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/x4, scythe); Search DC 21; Disable Device DC 18. *Market Price:* 17,200 gp.

Water-Filled Room Trap: CR 4; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23. *Market Price:* 11,200 gp.

Wide-Mouth Spiked Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25. *Market Price:* 7,200 gp.

CR 5 Traps

Camouflaged Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. *Market Price:* 8,500 gp.

Doorknob Smeared with Contact Poison: CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19. *Market Price:* 9,650 gp.

Falling Block Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25. *Market Price:* 15,000 gp.

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29. *Cost:* 305 gp to hire NPC spellcaster.

Fireball Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Cost:* 12,000 gp, 960 XP.

Flooding Room Trap: CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note below); Search DC 20; Disable Device DC 25. *Note:* Room floods in 4 rounds. *Market Price:* 17,500 gp.

Fusillade of Darts: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25. *Market Price:* 18,000 gp.

Moving Executioner Statue: CR 5; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +16 melee (1d12+8/x3, greataxe); multiple targets (both arms attack); Search DC 25; Disable Device DC 18. *Market Price:* 22,500 gp.

Phantasmal Killer Trap: CR 5; magic device; proximity trigger (*alarm* covering the entire room); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29. *Cost:* 14,000 gp, 1,120 XP.

Pit Trap: CR 5; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20. *Market Price:* 5,000 gp.

Poison Wall Spikes: CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21. *Market Price:* 12,650 gp.

Spiked Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 20. *Market Price:* 13,500 gp.

Spiked Pit Trap (80 Ft. Deep): CR 5; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price:* 5,000 gp.

Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16. *Market Price:* 9,000 gp.

CR 6 Traps

Built-to-Collapse Wall: CR 6; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 14; Disable Device DC 16. *Market Price:* 15,000 gp.

Compacting Room: CR 6; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 25); walls move together (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (4 rounds); Search DC 20; Disable Device DC 22. *Market Price:* 25,200 gp.

Flame Strike Trap: CR 6; magic device; proximity trigger (*detect magic*); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30. *Cost:* 22,750 gp, 1,820 XP.

Fusillade of Spears: CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10 ft. area); Search DC 26; Disable Device DC 20. *Market Price:* 31,200 gp.

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. *Cost:* 680 gp to hire NPC spellcaster.

Lightning Bolt Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Cost:* 15,000 gp, 1,200 XP.

Spiked Blocks from Ceiling: CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20. *Market Price:* 21,600 gp.

Spiked Pit Trap (100 Ft. Deep): CR 6; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. *Market Price:* 6,000 gp.

Whirling Poison Blades: CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +10 melee (1d4+4/19–20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three preselected 5-ft. squares); Search DC 20; Disable Device DC 20. *Market Price:* 30,200 gp.

Wide-Mouth Pit Trap: CR 6; mechanical; location trigger, manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25. *Market Price:* 28,200 gp.

Wyvern Arrow Trap: CR 6; mechanical; proximity trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16. *Market Price:* 17,400 gp.

CR 7 Traps

Acid Fog Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

Blade Barrier Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21. *Market Price:* 17,500 gp.

Chain Lightning Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Cost:* 33,000 gp, 2,640 XP.

Black Tentacles Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*black tentacles*, 7th-level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29. *Cost:* 1,400 gp, 112 XP.

Fusillade of Greenblood Oil Darts: CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. *Market Price:* 33,000 gp.

Lock Covered in Dragon Bile: CR 7; mechanical; touch trigger (attached); no reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16. *Market Price:* 11,300 gp.

Summon Monster VI Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VI*, 11th-level wizard), Search DC 31; Disable Device DC 31. *Cost:* 3,300 gp, 264 XP.

Water-Filled Room: CR 7; mechanical; location trigger; manual reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); water; Search DC 20; Disable Device DC 25. *Market Price:* 21,000 gp.

Well-Camouflaged Pit Trap: CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18. *Market Price:* 24,500 gp.

CR 8 Traps

Deathblade Wall Scythe: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19. *Market Price:* 31,400 gp.

Destruction Trap: CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

Earthquake Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*earthquake*, 13th-level cleric, 65-ft. radius, DC 15 or 20 Reflex save, depending on terrain); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

Insanity Mist Vapor Trap: CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. room); Search DC 25; Disable Device DC 20. *Market Price:* 23,900 gp.

Acid Arrow Trap: CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous *acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27. *Cost:* 83,500 gp, 4,680 XP. *Note:* This trap is really two CR 6 *acid arrow* traps that fire simultaneously, using the same trigger and reset.

Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32. *Cost:* 4,550 gp, 364 XP.

Prismatic Spray Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

Reverse Gravity Trap: CR 8; magic device; proximity trigger (*alarm*, 10-ft. area); automatic reset; spell effect (*reverse gravity*, 13th-level wizard, 6d6 fall [upon hitting the ceiling of the 60-ft.-high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32. *Cost:* 45,500 gp, 3,640 XP.

Well-Camouflaged Pit Trap: CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18. *Market Price:* 16,000 gp.

Word of Chaos Trap: CR 8; magic device; proximity trigger (*detect law*); automatic reset; spell effect (*word of chaos*, 13th-level cleric); Search DC 32; Disable Device DC 32. *Cost:* 46,000 gp, 3,680 XP.

CR 9 Traps

Drawer Handle Smeared with Contact Poison: CR 9; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC 18; Disable Device DC 26. *Market Price:* 21,600 gp.

Dropping Ceiling: CR 9; mechanical; location trigger; repair reset; ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16. *Market Price:* 12,600 gp.

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33. *Cost:* 60,000 gp, 4,800 XP.

Wide-Mouth Pit Trap: CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. *Market Price:* 40,500 gp.

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 9; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20. *Market Price:* 11,910 gp.

CR 10 Traps

Crushing Room: CR 10; mechanical; location trigger; automatic reset; walls move together (16d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); Search DC 22; Disable Device DC 20. *Market Price:* 29,000 gp.

Crushing Wall Trap: CR 10; mechanical; location trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25. *Market Price:* 25,000 gp.

Energy Drain Trap: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. Cost: 124,000 gp, 7,920 XP.

Forcecage and Summon Monster VII trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons a hamatula); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, hamatula); Search DC 32; Disable Device DC 32. Cost: 241,000 gp, 7,280 XP. Note: This trap is really one CR 8 trap that creates a *forcecage* and a second CR 8 trap that summons a hamatula in the same area. If both succeed, the hamatula appears inside the *forcecage*. These effects are independent of each other.

Poisoned Spiked Pit Trap: CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25. Market Price: 19,700 gp.

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34. Cost: 76,500 gp, 6,120 XP.

DESIGNING A TRAP

Mechanical Traps: Simply select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (see Table: CR Modifiers for Mechanical Traps) to arrive at the trap's final CR. From the CR you can derive the DC of the Craft (trapmaking) checks a character must make to construct the trap.

Magic Traps: As with mechanical traps, you don't have to do anything other than decide what elements you want and then determine the CR of the resulting trap (see Table: CR Modifiers for Magic Traps). If a player character wants to design and construct a magic trap, he must have the Craft Wondrous Item feat. In addition, he must be able to cast the spell or spells that the trap requires—or, failing that, he must be able to hire an NPC to cast the spells for him.

Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see the tables below) to the base CR for the trap type.

Mechanical Trap: The base CR for a mechanical trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

Magic Trap: For a spell trap or magic device trap, the base CR is 1. The highest-level spell used modifies the CR (see Table: CR Modifiers for Magic Traps).

Average Damage: If a trap (either mechanical or magic) does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. Use this value to adjust the Challenge Rating of the trap, as indicated on the tables below. Damage from poisons and pit spikes does not count toward this value, but damage from a high strength rating and extra damage from multiple attacks does.

For a magic trap, only one modifier applies to the CR—either the level of the highest-level spell used in the trap, or the average damage figure, whichever is larger.

Multiple Traps: If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

Multiple Dependent Traps: If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

Multiple Independent Traps: If two or more traps act independently (that is, none depends on the success of another to activate), use their CRs to determine their combined Encounter Level as though they were monsters. The resulting Encounter Level is the CR for the combined traps.

Table: CR Modifiers for Mechanical Traps

Feature	CR Modifier
<i>Search DC</i>	
15 or lower	-1
25–29	+1
30 or higher	+2
<i>Disable Device DC</i>	
15 or lower	-1
25–29	+1
30 or higher	+2
<i>Reflex Save DC (Pit or Other Save-Dependent Trap)</i>	
15 or lower	-1

16–24	—		
25–29	+1		
30 or higher	+2		
<i>Attack Bonus (Melee or Ranged Attack Trap)</i>			
+0 or lower	-2		
+1 to +5	-1		
+6 to +14	—		
+15 to +19	+1		
+20 to +24	+2		
<i>Damage/Effect</i>			
Average damage	+1/7 points*		
<i>Miscellaneous Features</i>			
Alchemical device	Level of spell mimicked		
Liquid	+5		
Multiple target	+1 (or 0 if never miss)		
Onset delay 1 round	+3		
Onset delay 2 rounds	+2		
Onset delay 3 rounds	+1		
Onset delay 4+ rounds	-1		
Poison	CR of poison (see below)		
Black adder venom	+1	Large scorpion venom	+3
Black lotus extract	+8	Malyss root paste	+3
Bloodroot	+1	Medium spider venom	+2
Blue whinnis	+1	Nitharit	+4
Burnt othur fumes	+6	Purple worm poison	+4
Deathblade	+5	Sassone leaf residue	+3
Dragon bile	+6	Shadow essence	+3
Giant wasp poison	+3	Small centipede poison	+1
Greenblood oil	+1	Terinav root	+5
Insanity mist	+4	Ungol dust	+3
Wyvern poison	+5		
Pit spikes	+1		
Touch attack	+1		

* Rounded to the nearest multiple of 7 (round up for an average that lies exactly between two numbers).

Table: CR Modifiers for Magic Traps

Feature	CR Modifier
Highest-level spell	+ Spell level OR +1 per 7 points of average damage per round*

*See the note following Table: CR Modifiers for Mechanical Traps.

Mechanical Trap Cost

The base cost of a mechanical trap is 1,000 gp. Apply all the modifiers from Table: Cost Modifiers for Mechanical Traps for the various features you've added to the trap to get the modified base cost.

The final cost is equal to (modified base cost x Challenge Rating) + extra costs. The minimum cost for a mechanical trap is (CR x 100) gp.

After you've multiplied the modified base cost by the Challenge Rating, add the price of any alchemical items or poison you incorporated into the trap. If the trap uses one of these elements and has an automatic reset, multiply the poison or alchemical item cost by 20 to provide an adequate supply of doses.

Multiple Traps: If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps (see the previous section).

Table: Cost Modifiers for Mechanical Traps

Feature	Cost Modifier
<i>Trigger Type</i>	
Location	—
Proximity	+1,000 gp

Touch	—
Touch (attached)	-100 gp
Timed	+1,000 gp
<i>Reset Type</i>	
No reset	-500 gp
Repair	-200 gp
Manual	—
Automatic	+500 gp (or 0 if trap has timed trigger)
<i>Bypass Type</i>	
Lock	+100 gp (Open Lock DC 30)
Hidden switch	+200 gp (Search DC 25)
Hidden lock	+300 gp (Open Lock DC 30, Search DC 25)
<i>Search DC</i>	
19 or lower	-100 gp x (20 – DC)
20	—
21 or higher	+200 gp x (DC – 20)
<i>Disable Device DC</i>	
19 or lower	-100 gp x (20 – DC)
20	—
21 or higher	+200 gp x (DC – 20)
<i>Reflex Save DC (Pit or Other Save-Dependent Trap)</i>	
19 or lower	-100 gp x (20 – DC)
20	—
21 or higher	+300 gp x (DC – 20)
<i>Attack Bonus (Melee or Ranged Attack Trap)</i>	
+9 or lower	-100 gp x (10 – bonus)
+10	—
+11 or higher	+200 gp x (bonus – 10)
<i>Damage Bonus</i>	
High strength rating (ranged attack trap)	+100 gp x bonus (max +4)
High Strength bonus (melee attack trap)	+100 gp x bonus (max +8)
<i>Miscellaneous Features</i>	
Never miss	+1,000 gp
Poison	Cost of poison*
Alchemical item	Cost of item*

* Multiply cost by 20 if trap features automatic reset.

Magic Device Trap Cost

Building a magic device trap involves the expenditure of experience points as well as gold pieces, and requires the services of a spellcaster. Table: Cost Modifiers for Magic Device Traps summarizes the cost information for magic device traps. If the trap uses more than one spell (for instance, a sound or visual trigger spell in addition to the main spell effect), the builder must pay for them all (except *alarm*, which is free unless it must be cast by an NPC; see below).

The costs derived from Table: Cost Modifiers for Magic Device Traps assume that the builder is casting the necessary spells himself (or perhaps some other PC is providing the spells for free). If an NPC spellcaster must be hired to cast them those costs must be factored in as well.

A magic device trap takes one day to construct per 500 gp of its cost.

Table: Cost Modifiers for Magic Device Traps

Feature	Cost Modifier
Alarm spell used in trigger	—
<i>One-Shot Trap</i>	
Each spell used in trap	+50 gp x caster level x spell level, +4 XP x caster level x spell level
Material components	+ Cost of all material components
XP components	+ Total of XP components x 5 gp

Automatic Reset Trap

Each spell used in trap	+500 gp x caster level x spell level, +40 XP x caster level x spell level
Material components	+ Cost of all material components x 100 gp
XP components	+ Total of XP components x 500 gp

Spell Trap Cost

A spell trap has a cost only if the builder must hire an NPC spellcaster to cast it.

Craft DCs for Mechanical Traps

Once you know the Challenge Rating of a trap determine the Craft (trapmaking) DC by referring to the table and the modifiers given below.

Trap CR Base Craft

Trap CR	Base Craft
(Trapmaking) DC	
1–3	20
4–6	25
7–10	30

Additional Components Modifier to Craft

(Trapmaking) DC	
Proximity trigger	+5
Automatic reset	+5

Making the Checks: To determine how much progress a character makes on building a trap each week, that character makes a Craft (trapmaking) check. See the Craft skill description for details on Craft checks and the circumstances that can affect them.

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PLANES

WHAT IS A PLANE?

The planes of existence are different realities with interwoven connections. Except for rare linking points, each plane is effectively its own universe with its own natural laws.

The planes break down into a number of general types: the Material Plane, the Transitive Planes, the Inner Planes, the Outer Planes, and the demiplanes.

Material Plane: The Material Plane tends to be the most Earthlike of all planes and operates under the same set of natural laws that our own real world does. This is the default plane for most adventures.

Transitive Planes: These three planes have one important common characteristic: Each is used to get from one place to another. The Astral Plane is a conduit to all other planes, while the Ethereal Plane and the Plane of Shadow both serve as means of transportation within the Material Plane they're connected to. These planes have the strongest regular interaction with the Material Plane and are often accessed by using various spells. They have native inhabitants as well.

Inner Planes: These six planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner Plane are made of the same energy or element as the plane itself.

Outer Planes: The deities live on the Outer Planes, as do creatures such as celestials, demons, and devils. Each of the Outer Planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The Outer Planes are also the final resting place of souls from the Material Plane, whether that final rest takes the form of calm introspection or eternal damnation.

Demiplanes: This catch-all category covers all extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across.

PLANAR TRAITS

Each plane of existence has its own properties—the natural laws of its universe.

Planar traits are broken down into a number of general areas.

All planes have the following kinds of traits.

Physical Traits: These traits determine the laws of physics and nature on the plane, including how gravity and time function.

Elemental and Energy Traits: These traits determine the dominance of particular elemental or energy forces.

Alignment Traits: Just as characters may be lawful neutral or chaotic good, many planes are tied to a particular moral or ethical outlook.

Magic Traits: Magic works differently from plane to plane, and magic traits set the boundaries for what it can and can't do.

Physical Traits

The two most important natural laws set by physical traits are how gravity works and how time passes. Other physical traits pertain to the size and shape of a plane and how easily a plane's nature can be altered.

Gravity: The direction of gravity's pull may be unusual, and it might even change directions within the plane itself.

Normal Gravity: Most planes have gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply. Unless otherwise noted in a description, it is assumed every plane has the normal gravity trait.

Heavy Gravity: The gravity on a plane with this trait is much more intense than on the Material Plane. As a result, Balance, Climb, Jump, Ride, Swim, and Tumble checks incur a -2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected. Characters who fall on a heavy gravity plane take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

Light Gravity: The gravity on a plane with this trait is less intense than on the Material Plane. As a result, creatures find that they can lift more, but their movements tend to be ungainly. Characters on a plane with the light gravity trait take a -2 circumstance penalty on attack rolls and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks.

Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. These advantages apply to travelers from other planes as well as natives.

Falling characters on a light gravity plane take 1d4 points of damage for each 10 feet of the fall (maximum 20d4).

No Gravity: Individuals on a plane with this trait merely float in space, unless other resources are available to provide a direction for gravity's pull.

Objective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but the direction is not the traditional "down" toward the ground. It may be down toward any solid object, at an angle to the surface of the plane itself, or even upward.

In addition, objective directional gravity may change from place to place. The direction of "down" may vary.

Subjective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and nonsentient creatures. This sort of environment can be very disorienting to the newcomer, but is common on "weightless" planes.

Characters on a plane with subjective directional gravity can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.

Time: The rate of time's passage can vary on different planes, though it remains constant within any particular plane. Time is always subjective for the viewer. The same subjectivity applies to various planes. Travelers may discover that they'll pick up or lose time while moving among the planes, but from their point of view, time always passes naturally.

Normal Time: This trait describes the way time passes on the Material Plane. One hour on a plane with normal time equals one hour on the Material Plane. Unless otherwise noted in a description, every plane has the normal time trait.

Timeless: On planes with this trait, time still passes, but the effects of time are diminished. How the timeless trait can affect certain activities or conditions such as hunger, thirst, aging, the effects of poison, and healing varies from plane to plane. The danger of a timeless plane is that once one leaves such a plane for one where time flows normally, conditions such as hunger and aging do occur retroactively.

Flowing Time: On some planes, time can flow faster or slower. One may travel to another plane, spend a year there, then return to the Material Plane to find that only six seconds have elapsed. Everything on the plane returned to is only a few seconds older. But for that traveler and the items, spells, and effects working on him, that year away was entirely real.

When designating how time works on planes with flowing time, put the Material Plane's flow of time first, followed by the same flow in the other plane.

Erratic Time: Some planes have time that slows down and speeds up, so an individual may lose or gain time as he moves between the two planes. The following is provided as an example.

d%	Time on Material Plane	Time on Erratic Time Plane
01–10	1 day	1 round
11–40	1 day	1 hour
41–60	1 day	1 day
61–90	1 hour	1 day
91–100	1 round	1 day

To the denizens of such a plane, time flows naturally and the shift is unnoticed.

If a plane is timeless with respect to magic, any spell cast with a noninstantaneous duration is permanent until dispelled.

Shape and Size: Planes come in a variety of sizes and shapes. Most planes are infinite, or at least so large that they may as well be infinite.

Infinite: Planes with this trait go on forever, though they may have finite components within them. Or they may consist of ongoing expanses in two directions, like a map that stretches out infinitely.

Finite Shape: A plane with this trait has defined edges or borders. These borders may adjoin other planes or hard, finite borders such as the edge of the world or a great wall. Demiplanes are often finite.

Self-Contained Shape: On planes with this trait, the borders wrap in on themselves, depositing the traveler on the other side of the map. A spherical plane is an example of a self-contained, finite plane, but there can be cubes, toruses, and flat planes with magical edges that teleport the traveler to an opposite edge when he crosses them.

Some demiplanes are self-contained.

Morphic Traits: This trait measures how easily the basic nature of a plane can be changed. Some planes are responsive to sentient thought, while others can be manipulated only by extremely powerful creatures. And some planes respond to physical or magical efforts.

Alterable Morphic: On a plane with this trait, objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Highly Morphic: On a plane with this trait, features of the plane change so frequently that it's difficult to keep a particular area stable. Such planes may react dramatically to specific spells, sentient thought, or the force of will. Others change for no reason.

Magically Morphic: Specific spells can alter the basic material of a plane with this trait.

Divinely Morphic: Specific unique beings (deities or similar great powers) have the ability to alter objects, creatures, and the landscape on planes with this trait. Ordinary characters find these planes similar to alterable planes in that they may be affected by spells and physical effort. But the deities may cause these areas to change instantly and dramatically, creating great kingdoms for themselves.

Static: These planes are unchanging. Visitors cannot affect living residents of the plane, nor objects that the denizens possess. Any spells that would affect those on the plane have no effect unless the plane's static trait is somehow removed or suppressed. Spells cast before entering a plane with the static trait remain in effect, however.

Even moving an unattended object within a static plane requires a DC 16 Strength check. Particularly heavy objects may be impossible to move.

Sentient: These planes are ones that respond to a single thought—that of the plane itself. Travelers would find the plane's landscape changing as a result of what the plane thought of the travelers, either becoming more or less hospitable depending on its reaction.

Elemental and Energy Traits

Four basic elements and two types of energy together make up everything. The elements are earth, air, fire, and water. The types of energy are positive and negative.

The Material Plane reflects a balancing of those elements and energies; all are found there. Each of the Inner Planes is dominated by one element or type of energy. Other planes may show off various aspects of these elemental traits. Many planes have no elemental or energy traits; these traits are noted in a plane's description only when they are present.

Air-Dominant: Mostly open space, planes with this trait have just a few bits of floating stone or other elements. They usually have a breathable atmosphere, though such a plane may include clouds of acidic or toxic gas. Creatures of the earth subtype are uncomfortable on air-dominant planes because they have little or no natural earth to connect with. They take no actual damage, however.

Earth-Dominant: Planes with this trait are mostly solid. Travelers who arrive run the risk of suffocation if they don't reach a cavern or other pocket within the earth. Worse yet, individuals without the ability to burrow are entombed in the earth and must dig their way out (5 feet per turn). Creatures of the air subtype are uncomfortable on earth dominant planes because these planes are tight and claustrophobic to them. But they suffer no inconvenience beyond having difficulty moving.

Fire-Dominant: Planes with this trait are composed of flames that continually burn without consuming their fuel source. Fire-dominant planes are extremely hostile to Material Plane creatures, and those without resistance or immunity to fire are soon immolated.

Unprotected wood, paper, cloth, and other flammable materials catch fire almost immediately, and those wearing unprotected flammable clothing catch on fire. In addition, individuals take 3d10 points of fire damage every round they are on a fire-dominant plane. Creatures of the water subtype are extremely uncomfortable on fire-dominant planes. Those that are made of water take double damage each round.

Water-Dominant: Planes with this trait are mostly liquid. Visitors who can't breathe water or reach a pocket of air will likely drown. Creatures of the fire subtype are extremely uncomfortable on water-dominant planes. Those made of fire take 1d10 points of damage each round.

Positive-Dominant: An abundance of life characterizes planes with this trait. The two kinds of positive-dominant traits are minor positive-dominant and major positive-dominant. A minor positive-dominant plane is a riotous explosion of life in all its forms. Colors are brighter, fires are hotter, noises are louder, and sensations are more intense as a result of the positive energy swirling through the plane. All individuals in a positive-dominant plane gain fast healing 2 as an extraordinary ability.

Major positive-dominant planes go even further. A creature on a major positive-dominant plane must make a DC 15 Fortitude save to avoid being blinded for 10 rounds by the brilliance of the surroundings. Simply being on the plane grants fast healing 5 as an extraordinary ability. In addition, those at full hit points gain 5 additional temporary hit points per round. These temporary hit points fade 1d20 rounds after the creature leaves the major positive-dominant plane. However, a creature must make a DC 20 Fortitude save each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

Negative-Dominant: Planes with this trait are vast, empty reaches that suck the life out of travelers who cross them. They tend to be lonely, haunted planes, drained of color and filled with winds bearing the soft moans of those who died within them. As with positive-dominant planes, negative-dominant planes can be either minor or major. On minor negative-dominant planes, living creatures take 1d6 points of damage per round. At 0 hit points or lower, they crumble into ash.

Major negative-dominant planes are even more severe. Each round, those within must make a DC 25 Fortitude save or gain a negative level. A creature whose negative levels equal its current levels or Hit Dice is slain, becoming a wraith. The *death ward* spell protects a traveler from the damage and energy drain of a negative-dominant plane.

Alignment Traits

Some planes have a predisposition to a certain alignment. Most of the inhabitants of these planes also have the plane's particular alignment, even powerful creatures such as deities. In addition, creatures of alignments contrary to the plane have a tougher time dealing with its natives and situations.

The alignment trait of a plane affects social interactions there. Characters who follow other alignments than most of the inhabitants do may find life more difficult.

Alignment traits have multiple components. First are the moral (good or evil) and ethical (lawful or chaotic) components; a plane can have either a moral component, an ethical component, or one of each. Second, the specific alignment trait indicates whether each moral or ethical component is mildly or strongly evident.

Good-Aligned/Evil-Aligned: These planes have chosen a side in the battle of good versus evil. No plane can be both good-aligned and evil-aligned.

Law-Aligned/Chaos-Aligned: Law versus chaos is the key struggle for these planes and their residents. No plane can be both law-aligned and chaos-aligned.

Each part of the moral/ethical alignment trait has a descriptor, either "mildly" or "strongly," to show how powerful the influence of alignment is on the plane.

Mildly Aligned: Creatures who have an alignment opposite that of a mildly aligned plane take a -2 circumstance penalty on all Charisma-based checks.

Strongly Aligned: On planes that are strongly aligned, a -2 circumstance penalty applies on all Charisma-based checks made by all creatures not of the plane's alignment. In addition, the -2 penalty affects all Intelligence-based and Wisdom-based checks, too.

The penalties for the moral and ethical components of the alignment trait do stack.

Neutral-Aligned: A mildly neutral-aligned plane does not apply a circumstance penalty to anyone.

The Material Plane is considered mildly neutral-aligned, though it may contain high concentrations of evil or good, law or chaos in places.

A strongly neutral-aligned plane would stand in opposition to all other moral and ethical principles: good, evil, law, and chaos. Such a plane may be more concerned with the balance of the alignments than with accommodating and accepting alternate points of view. In the same fashion as for other strongly aligned planes, strongly neutral-aligned planes apply a -2 circumstance penalty to Intelligence-, Wisdom-, or Charisma-based checks by any creature that isn't neutral. The penalty is applied twice (once for law/chaos, and once for good/evil), so neutral good, neutral evil, lawful neutral, and chaotic neutral creatures take a -2 penalty and lawful good, chaotic good, chaotic evil, and lawful evil creatures take a -4 penalty.

Magic Traits

A plane's magic trait describes how magic works on the plane compared to how it works on the Material Plane. Particular locations on a plane (such as those under the direct control of deities) may be pockets where a different magic trait applies.

Normal Magic: This magic trait means that all spells and supernatural abilities function as written. Unless otherwise noted in a description, every plane has the normal magic trait.

Wild Magic: On a plane with the wild magic trait spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must make a level check (DC 15 + the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster level check and the level of the spell-like ability to set the DC for the caster level check. Failure on this check means that something strange happens; roll d% and consult the following table.

d%	Effect
01–19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
20–23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
24–27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells.
28–31	The spell affects a random target or area. Randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium range spells, or 80 feet for long range spells.

32–35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster’s mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item’s or spell-like ability’s use limit.
36–39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a <i>heal</i> spell.
40–43	The spell does not function. Instead, a <i>deeper darkness</i> and a <i>silence</i> effect cover a 30-foot radius around the caster for 2d4 rounds.
44–47	The spell does not function. Instead, a <i>reverse gravity</i> effect covers a 30-foot radius around the caster for 1 round.
48–51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this a <i>glitterdust</i> effect with a save DC of 10 + the level of the spell that generated this result.
52–59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
60–71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster’s mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item’s or spell-like ability’s use limit.
72–98	The spell functions normally.
99–100	The spell functions strongly. Saving throws against the spell incur a –2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.

Impeded Magic: Particular spells and spell-like abilities are more difficult to cast on planes with this trait, often because the nature of the plane interferes with the spell.

To cast an impeded spell, the caster must make a Spellcraft check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Enhanced Magic: Particular spells and spell-like abilities are easier to use or more powerful in effect on planes with this trait than they are on the Material Plane.

Natives of a plane with the enhanced magic trait are aware of which spells and spell-like abilities are enhanced, but planar travelers may have to discover this on their own.

If a spell is enhanced, certain metamagic feats can be applied to it without changing the spell slot required or the casting time. Spellcasters on the plane are considered to have that feat or feats for the purpose of applying them to that spell. Spellcasters native to the plane must gain the feat or feats normally if they want to use them on other planes as well.

Limited Magic: Planes with this trait permit only the use of spells and spell-like abilities that meet particular qualifications. Magic can be limited to effects from certain schools or subschools, to effects with certain descriptors, or to effects of a certain level (or any combination of these qualities). Spells and spell-like abilities that don’t meet the qualifications simply don’t work.

Dead Magic: These planes have no magic at all. A plane with the dead magic trait functions in all respects like an *antimagic field* spell. Divination spells cannot detect subjects within a dead magic plane, nor can a spellcaster use *teleport* or another spell to move in or out. The only exception to the “no magic” rule is permanent planar portals, which still function normally.

HOW PLANES INTERACT

Separate Planes: Two planes that are separate do not overlap or directly connect to each other. They are like planets in different orbits. The only way to get from one separate plane to the other is to go through a third plane.

Coterminous Planes: Planes that touch at specific points are coterminous. Where they touch, a connection exists, and travelers can leave one reality behind and enter the other.

Coexistent Planes: If a link between two planes can be created at any point, the two planes are coexistent. These planes overlap each other completely. A coexistent plane can be reached from anywhere on the plane it overlaps. When moving on a coexistent plane, it is often possible to see into or interact with the plane it coexists with.

Layered Planes

Infinities may be broken into smaller infinities, and planes into smaller, related planes. These layers are effectively separate planes of existence, and each layer can have its own planar traits. Layers are connected to each other through a variety of planar gates, natural vortices, paths, and shifting borders.

Access to a layered plane from elsewhere usually happens on a specific layer: the first layer of the plane, which can be either the top layer or the bottom layer, depending on the specific plane. Most fixed access points (such as portals and natural vortices) reach this layer, which makes it the gateway for other layers of the plane. The *plane shift* spell also deposits the spellcaster on the first layer of the plane.

PLANE DESCRIPTIONS

THE MATERIAL PLANE

The Material Plane is the center of most cosmologies and defines what is considered normal.

The Material Plane has the following traits:

- Normal gravity.
- Normal Time
- Alterable morphic.
- No Elemental or Energy Traits (specific locations may have these traits, however)
- Mildly neutral-aligned.
- Normal magic.

THE ETHEREAL PLANE

The Ethereal Plane is coexistent with the Material Plane and often other planes as well. The Material Plane itself is visible from the Ethereal Plane, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy. While it is possible to see into the Material Plane from the Ethereal Plane, the Ethereal Plane is usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, incorporeal, and utterly silent to someone on the Material Plane.

The Ethereal Plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog.

It has the following traits.

- No gravity.
- Alterable morphic. The plane contains little to alter, however.
- Mildly neutral-aligned.
- Normal magic. Spells function normally on the Ethereal Plane, though they do not cross into the Material Plane. The only exceptions are spells and spell-like abilities that have the force descriptor and abjuration spells that affect ethereal beings. Spellcasters on the Material Plane must have some way to detect foes on the Ethereal Plane before targeting them with force-based spells, of course. While it's possible to hit ethereal enemies with a force spell cast on the Material Plane, the reverse isn't possible. No magical attacks cross from the Ethereal Plane to the Material Plane, including force attacks.

PLANE OF SHADOW

The Plane of Shadow is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly.

The Plane of Shadow is also coterminous to other planes. With the right spell, a character can use the Plane of Shadow to visit other realities.

The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It is otherwise appears similar to the Material Plane.

Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

The Plane of Shadow is magically morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks.

The Plane of Shadow has the following traits.

- Magically morphic. Certain spells modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.
- Mildly neutral-aligned.
- Enhanced magic. Spells with the shadow descriptor are enhanced on the Plane of Shadow. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots. Furthermore, specific spells become more powerful on the Plane of Shadow. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful (not 60%), and a *shades* spell conjures at 90% of the power of the original (not 80%).
- Impeded magic. Spells that use or generate light or fire may fizz when cast on the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed on a Spellcraft check (DC 20 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow. Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

THE ASTRAL PLANE

The Astral Plane is the space between the planes. When a character moves through an interplanar portal or projects her spirit to a different plane of existence, she travels through the Astral Plane. Even spells that allow instantaneous movement across a plane briefly touch the Astral Plane.

The Astral Plane is a great, endless sphere of clear silvery sky, both above and below. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain.

Both planar travelers and refugees from other planes call the Astral Plane home.

The Astral Plane has the following traits.

- Subjective directional gravity.
- Timeless. Age, hunger, thirst, poison, and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.
- Mildly neutral-aligned.
- Enhanced magic. All spells and spell-like abilities used within the Astral Plane may be employed as if they were improved by the Quicken Spell feat. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round.

ELEMENTAL PLANE OF AIR

The Elemental Plane of Air is an empty plane, consisting of sky above and sky below.

The Elemental Plane of Air is the most comfortable and survivable of the Inner Planes, and it is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage.

The Elemental Plane of Air has the following traits.

- Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.
- Air-dominant.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create air (including spells of the Air domain) are both empowered and enlarged (as if the Empower Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).
- Impeded magic. Spells and spell-like abilities that use or create earth (including spells of the Earth domain and spells that summon earth elementals or outsiders with the earth subtype) are impeded.

ELEMENTAL PLANE OF EARTH

The Elemental Plane of Earth is a solid place made of rock, soil, and stone. An unwary and unprepared traveler may find himself entombed within this vast solidity of material and have his life crushed into nothingness, his powdered remains a warning to any foolish enough to follow.

Despite its solid, unyielding nature, the Elemental Plane of Earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal.

The Elemental Plane of Earth has the following traits.

- Earth-dominant.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create earth or stone (including those of the Earth domain) are both empowered and extended (as if the Empower Spell and Extend Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create air (including spells of the Air domain and spells that summon air elementals or outsiders with the air subtype) are impeded.

ELEMENTAL PLANE OF FIRE

Everything is alight on the Elemental Plane of Fire. The ground is nothing more than great, evershifting plates of compressed flame. The air ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. Fire survives here without need for fuel or air, but flammables brought onto the plane are consumed readily.

The Elemental Plane of Fire has the following traits.

- Fire-dominant.
- Enhanced magic. Spells and spell-like abilities with the fire descriptor are both maximized and enlarged (as if the Maximize Spell and Enlarge Spell had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.

- Impeded magic. Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

ELEMENTAL PLANE OF WATER

The Elemental Plane of Water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing the local medium.

The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the Elemental Plane of Water.

The Elemental Plane of Water has the following traits.

- Subjective directional gravity. The gravity here works similar to that of the Elemental Plane of Air. But sinking or rising on the Elemental Plane of Water is slower (and less dangerous) than on the Elemental Plane of Air.
- Water-dominant.
- Enhanced magic. Spells and spell-like abilities that use or create water are both extended and enlarged (as if the Extend Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already extended or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities with the fire descriptor (including spells of the Fire domain) are impeded.

NEGATIVE ENERGY PLANE

To an observer, there's little to see on the Negative Energy Plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. The Negative Energy Plane is the most hostile of the Inner Planes, and the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there.

The Negative Energy Plane has the following traits.

- Subjective directional gravity.
- Major negative-dominant. Some areas within the plane have only the minor negative-dominant trait, and these islands tend to be inhabited.
- Enhanced magic. Spells and spell-like abilities that use negative energy are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling undead, gain a +10 bonus on the roll to determine Hit Dice affected.
- Impeded magic. Spells and spell-like abilities that use positive energy, including *cure* spells, are impeded. Characters on this plane take a -10 penalty on Fortitude saving throws made to remove negative levels bestowed by an energy drain attack.

Random Encounters: Because the Negative Energy Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

POSITIVE ENERGY PLANE

The Positive Energy Plane has no surface and is akin to the Elemental Plane of Air with its wide-open nature. However, every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not made to handle it. Despite the beneficial effects of the plane, it is one of the most hostile of the Inner Planes. An unprotected character on this plane swells with power as positive energy is force-fed into her. Then, her mortal frame unable to contain that power, she immolates as if she were a small planet caught at the edge of a supernova. Visits to the Positive Energy Plane are brief, and even then travelers must be heavily protected.

The Positive Energy Plane has the following traits.

- Subjective directional gravity.
- Major positive-dominant. Some regions of the plane have the minor positive-dominant trait instead, and those islands tend to be inhabited.
- Enhanced magic. Spells and spell-like abilities that use positive energy, including *cure* spells, are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)
- Impeded magic. Spells and spell-like abilities that use negative energy (including *inflict* spells) are impeded.

Random Encounters: Because the Positive Energy Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

PSIONIC RACES

DROMITES

- +2 Charisma, -2 Strength, -2 Wisdom
- Monstrous Humanoid: Dromites are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- Small: As a Small creature, a dromite gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but it uses smaller weapons than humans use, and its lifting and carrying limits are three-quarters of those of a Medium character.
- Dromite base land speed is 20 feet.
- Chitin: A dromite's skin is hardened, almost like an exoskeleton, and grants the character a +3 natural armor bonus to AC and one of the following kinds of resistance to energy: cold 5, electricity 5, fire 5, or sonic 5. The player chooses what type of energy resistance is gained when the character is created. (This choice also dictates which caste the dromite belongs to.) This natural energy resistance stacks with any future energy resistance gained through other effects.
- Naturally Psionic: Dromites gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psi-Like Ability: 1/day—*energy ray*. A dromite always deals the kind of energy damage that its chitin has resistance to (for example, a dromite who has resistance to cold 5 deals cold damage with its *energy ray*). Manifester level is equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based.
- Scent: Its antennae give a dromite the scent ability. A dromite can detect opponents by scent within 30 feet. 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 dromite detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The dromite can take a move action to note the direction of the scent. Whenever the dromite comes within 5 feet of the source, the dromite pinpoints the source's location.
- Blind-Fight: Its antennae also give a dromite Blind-Fight as a bonus feat.
- Compound Eyes: This feature of its anatomy gives a dromite a +2 racial bonus on Spot checks.
- Automatic Languages: Common. Bonus Languages: Dwarven, Gnome, Goblin, Terran.
- Favored Class: Wilder.
- Level Adjustment: +1.

DUERGAR

- +2 Constitution, -4 Charisma
- Medium: As Medium creatures, duergar have no special bonuses or penalties due to their size.
- Duergar base land speed is 20 feet. However, gray dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision out to 120 feet.
- Immunity to paralysis, phantasms, and poison.
- +2 racial bonus on saves against spells and spell-like effects.
- Stability: Duergar are exceptionally stable on their feet. A duergar receives a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground).
- Stonecunning: This ability grants a duergar a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework, traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework.
A gray dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a duergar can use the Search skill to find stonework traps as a rogue can. A duergar can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Duergar have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- Psi-Like Abilities: 1/day—*expansion*, *invisibility*. These abilities affect only the duergar and whatever he carries. Manifester level is equal to Hit Dice (minimum 3rd).
- Naturally Psionic: Duergar gain 3 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

- +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- Light Sensitivity (Ex): Duergar are dazzled in sunlight or within the radius of a *daylight* spell.
- Duergar have a +4 racial bonus on Move Silently checks and a +1 racial bonus on Listen and Spot checks. They have a +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- Automatic Languages: Common, Dwarven, Undercommon. Bonus Languages: Draconic, Giant, Goblin, Orc, Terran.
- Favored Class: Fighter.
- Level Adjustment: +1.

ELANS

- -2 Charisma
- Aberration: Elans are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- Medium: As Medium creatures, elans have no special bonuses or penalties due to their size.
- Elan base land speed is 30 feet.
- Elans (unlike most aberrations) do not have darkvision.
- Naturally Psionic: Elans gain 2 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Resistance (Su): Elans can use psionic energy to increase their resistance to various forms of attack. As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.
- Resilience (Su): When an elan takes damage, she can spend power points to reduce its severity. As an immediate action, she can reduce the damage she is about to take by 2 hit points for every 1 power point she spends.
- Repletion (Su): An elan can sustain her body without need of food or water. If she spends 1 power point, an elan does not need to eat or drink for 24 hours.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic). Elans' past lives expose them to wide ranges of language.
- Favored Class: Psion.
- Level Adjustment: +0.

HALF-GIANTS

- +2 Strength, +2 Constitution, -2 Dexterity: Half-giants are tough and strong, but not too nimble.
- Giant: Half-giants are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- Medium: As Medium creatures, half-giants have no special bonuses or penalties due to their size.
- Half-giant base land speed is 30 feet.
- Low-Light Vision: A half-giant can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Fire Acclimated: Half-giants have a +2 racial bonus on saving throws against all fire spells and effects. Half-giants are accustomed to enduring high temperatures.
- Powerful Build: The physical stature of half-giants lets them function in many ways as if they were one size category larger. Whenever a half-giant is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him. A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A half-giant can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.
- Naturally Psionic: Half-giants gain 2 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psi-Like Ability: 1/day—*stomp*. Manifester level is equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based.
- Automatic Language: Common. Bonus Languages: Draconic, Giant, Gnoll, Ignan.
- Favored Class: Psychic warrior.
- Level Adjustment: +1.

MAENADS

- Medium: As Medium creatures, maenads have no special bonuses or penalties due to their size.

- Maenad base land speed is 30 feet.
- Naturally Psionic: Maenads gain 2 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Psi-Like Ability: 1/day—*energy ray*. A maenad can deal only sonic damage with this ability. It is accompanied by a tremendous scream of rage. Manifester level is equal to 1/2 Hit Dice (minimum 1st). The save DC is Charisma-based.
- Outburst (Ex): Once per day, for up to 4 rounds, a maenad can subjugate her mentality to gain a boost of raw physical power. When she does so, she takes a -2 penalty to Intelligence and Wisdom but gains a +2 bonus to Strength.
- Automatic Languages: Common, Maenad. Bonus Languages: Aquan, Draconic, Dwarven, Elven, Goblin. Maenads commonly know the languages of their enemies and of their friends, as well as Draconic, the language commonly found in ancient tomes of secret knowledge.
- Favored Class: Wilder.
- Level Adjustment: +0

XEPHS

- +2 Dexterity, -2 Strength
- Medium: As Medium creatures, xeph have no special bonuses or penalties due to their size.
- Xeph base land speed is 30 feet.
- Darkvision out to 60 feet.
- +1 racial bonus on saving throws against powers, spells, and spell-like effects. Xeph have an innate resistance to psionics and magic.
- Naturally Psionic: Xeph gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- Burst (Su): Three times per day, a xeph can put on a burst of speed to increase her speed by 10 feet, plus 10 feet per four character levels beyond 1st, to a maximum increase of 30 feet at 9th character level and higher. These bursts of speed are considered a competence bonus to the xeph's base speed. A burst of speed lasts 3 rounds.
- Automatic Languages: Common, Xeph. Bonus Languages: Draconic, Elven, Gnoll, Goblin, Halfling, Sylvan.
- Favored Class: Soulknife.

AGE, HEIGHT, AND WEIGHT

Table: Random Starting Ages

Race	Adulthood	Wilder	Bard	Cleric
			Barbarian	Fighter
		Rogue	Sorcerer	Paladin
		Soulknife		Ranger
				Monk
Dromite	13 years	+1d4	+1d6	+2d6
Duergar	40 years	+3d6	+5d6	+7d6
Elan	20 years	+2d4	+2d6	+3d6
Half-giant	30 years	+3d6	+2d6	+4d6
Maenad	40 years	+1d6	+4d6	+6d6
Xeph	18 years	+1d4	+2d4	+2d6

Table: Aging Effects

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Dromite	30 years	55 years	75 years	+2d20 years
Duergar	125 years	188 years	250 years	+2d% years
Elan	200 years	400 years	1,000 years	+10d% years
Half-giant	60 years	80 years	120 years	+4d% years
Maenad	90 years	150 years	220 years	+2d% years
Xeph	45 years	85 years	120 years	+2d20 years

¹ -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

² -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

³ -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Table: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Dromite	2'8"	2d4	30 lb.	x1 lb.
Duergar, male	3'9"	2d4	110 lb.	x(2d4) lb.
Duergar, female	3'7"	2d4	80 lb.	x(2d4) lb.
Elan, male	4'10"	2d10	120 lb.	x(2d4) lb.
Elan, female	4'5"	2d10	85 lb.	x(2d4) lb.
Half-giant, male	6'4"	2d12	220 lb.	x(2d6) lb.
Half-giant, female	6'1"	2d12	180 lb.	x(2d6) lb.
Maenad, male	5'4"	2d10	150 lb.	x(2d4) lb.
Maenad, female	5'3"	2d10	120 lb.	x(2d4) lb.
Xeph, male	4'8"	2d10	100 lb.	x(2d4) lb.
Xeph, female	4'4"	2d10	75 lb.	x(2d4) lb.

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PSIONIC CLASSES

THE POWER POINT RESERVE

Psionic characters fuel their abilities through a pool, or reserve, of power points. Your power point reserve is equal to your base power points gained from your class, bonus power points from a high key ability score (see Abilities and Manifesters, below), and any additional bonus power points from sources such as your character race and feat selections.

Multiclass Psionic Characters

If you have levels in more than one psionic class, you combine your power points from each class to make up your reserve. You can use these power points to manifest powers from any psionic class you have.

While you maintain a single reserve of power points from your class, race, and feat selections, you are still limited by the manifest level you have achieved with each power you know.

ABILITIES AND MANIFESTERS

The ability that your powers depend on—your key ability score as a manifest—*is related to what psionic class (or classes) you have levels in: Intelligence (psion), Wisdom (psychic warrior), and Charisma (wilder)*. The modifier for this ability is referred to as your key ability modifier. If your character's key ability score is 9 or lower, you can't manifest powers from that psionic class.

Just as a high Intelligence score grants bonus spells to a wizard and a high Wisdom score grants bonus spells to a cleric, a character who manifests powers (psions, psychic warriors, and wilders) gains bonus power points according to his key ability score. Refer to Table: Ability Modifiers and Bonus Power Points.

How To Determine Bonus Power Points: Your key ability score grants you additional power points equal to your key ability modifier x your manifest level x1/2. Table: Ability Modifiers and Bonus Power Points shows these calculations for class levels 1st through 20th and key ability scores from 10 to 41.

Table: Ability Modifiers and Bonus Power Points

Ability Score	Bonus Power Points (by Class Level)																		
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10t h	11th	12t h	13th	14th	15t h	16th	17t h	18th	19t h
10–11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12–13	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9
14–15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
16–17	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28
18–19	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38
20–21	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47
22–23	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57
24–25	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66
26–27	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76
28–29	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85
30–31	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
32–33	5	11	16	22	27	33	38	44	49	55	60	66	71	77	82	88	93	99	104
34–35	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114
36–37	6	13	19	26	32	39	45	52	58	65	71	78	84	91	97	104	110	117	123
38–39	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133
40–41	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127	135	142
																			150

RANDOM STARTING GOLD

Table: Random Starting Gold

Class	Amount (Average)
Psion	3d4 x10 (75 gp)
Psychic warrior	5d4 x10 (125 gp)
Soulknife	5d4 x10 (125 gp)
Wilder	4d4 x10 (100 gp)

PSION

Alignment: Any.

Hit Die: d4.

Class Skills

The psion's class skills (and the key ability for each skill) are Concentration* (Con), Craft (Int), Knowledge (all skills, taken individually)* (Int), Profession (Wis), and Psicraft* (Int). In addition, a psion gains access to additional class skills based on his discipline:

Seer (Clairsentience): Gather Information (Cha), Listen (Wis), and Spot (Wis).

Shaper (Metacreativity): Bluff (Cha), Disguise (Cha), and Use Psionic Device* (Cha).

Kineticist (Psychokinesis): Autohypnosis* (Wis), Disable Device (Dex), and Intimidate (Cha).

Egoist (Psychometabolism): Autohypnosis* (Wis), Balance (Dex) and Heal (Wis).

Nomad (Psychoportation): Climb (Str), Jump (Str), Ride (Dex), Survival (Wis), and Swim (Str).

Telepath (Telepathy): Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), and Sense Motive (Wis).

*New skill or expanded use of existing skill.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: The Psion

Level	Base					Power Points/ Day	Powers Known	Maximum Power Level Known
	Attack Bonus	Fort Save	Ref Save	Will Save	Special			
1st	+0	+0	+0	+2	Bonus feat, discipline	2	3	1st
2nd	+1	+0	+0	+3	—	6	5	1st
3rd	+1	+1	+1	+3	—	11	7	2nd
4th	+2	+1	+1	+4	—	17	9	2nd
5th	+2	+1	+1	+4	Bonus feat	25	11	3rd
6th	+3	+2	+2	+5	—	35	13	3rd
7th	+3	+2	+2	+5	—	46	15	4th
8th	+4	+2	+2	+6	—	58	17	4th
9th	+4	+3	+3	+6	—	72	19	5th
10th	+5	+3	+3	+7	Bonus feat	88	21	5th
11th	+5	+3	+3	+7	—	106	22	6th
12th	+6/+1	+4	+4	+8	—	126	24	6th
13th	+6/+1	+4	+4	+8	—	147	25	7th
14th	+7/+2	+4	+4	+9	—	170	27	7th
15th	+7/+2	+5	+5	+9	Bonus feat	195	28	8th
16th	+8/+3	+5	+5	+10	—	221	30	8th
17th	+8/+3	+5	+5	+10	—	250	31	9th
18th	+9/+4	+6	+6	+11	—	280	33	9th
19th	+9/+4	+6	+6	+11	—	311	34	9th
20th	+10/+5	+6	+6	+12	Bonus feat	343	36	9th

Class Features

All the following are class features of the psion.

Weapon and Armor Proficiency: Psions are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the manifestation of powers.

Power Points/Day: A psion's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Psion. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items.

Discipline: Every psion must decide at 1st level which psionic discipline he will specialize in. Choosing a discipline provides a psion with access to the class skills associated with that discipline (see above), as well as the powers restricted to that

discipline. However, choosing a discipline also means that the psion cannot learn powers that are restricted to other disciplines. He can't even use such powers by employing psionic items.

Powers Known: A psion begins play knowing three psion powers of your choice. Each time he achieves a new level, he unlocks the knowledge of new powers.

Choose the powers known from the psion power list, or from the list of powers of your chosen discipline. You cannot choose powers from disciplines other than your chosen discipline. (*Exception:* The feats Expanded Knowledge and Epic Expanded Knowledge do allow a psion to learn powers from the lists of other disciplines or even other classes.) A psion can manifest any power that has a power point cost equal to or lower than his manifest level.

The number of times a psion can manifest powers in a day is limited only by his daily power points.

A psion simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psion powers is $10 + \text{the power's level} + \text{the psion's Intelligence modifier}$.

Maximum Power Level Known: A psion begins play with the ability to learn 1st-level powers. As he attains higher levels, a psion may gain the ability to master more complex powers.

To learn or manifest a power, a psion must have an Intelligence score of at least $10 + \text{the power's level}$.

Bonus Feats: A psion gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

These bonus feats are in addition to the feats that a character of any class gains every three levels. A psion is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

PSIONIC DISCIPLINES

A discipline is one of six groupings of powers, each defined by a common theme. The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy.

Clairsentience: A psion who chooses clairsentience is known as a seer. Seers can learn precognitive powers to aid their comrades in combat, as well as powers that permit them to gather information in many different ways.

Metacreativity: A psion specializing in metacreativity is known as a shaper. This discipline includes powers that draw ectoplasm or matter from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the shaper's command.

Psychokinesis: Psions who specialize in psychokinesis are known as kineticists. They are the masters of powers that manipulate and transform matter and energy. Kineticists can attack with devastating blasts of energy.

Psychometabolism: A psion who specializes in psychometabolism is known as an egoist. This discipline consists of powers that alter the psion's psychobiology, or that of creatures near him. An egoist can both heal and transform himself into a fearsome fighter.

Psychoportation: A psion who relies on psychoporation powers is known as a nomad. Nomads can wield powers that propel or displace objects in space or time.

Telepathy: A psion who chooses the discipline of telepathy is known as a telepath. He is the master of powers that allow mental contact and control of other sentient creatures. A telepath can deceive or destroy the minds of his enemies with ease.

PSICRYSTALS

A psicrystal is a fragment of a psionic character's personality, brought into physical form and a semblance of life (via the Psicrystal Affinity feat). A psicrystal appears as a crystalline construct about the size of a human hand.

Because it is an extension of its creator's personality, a character's psicrystal is in some ways a part of him. That's why, for example, a psionic character can manifest a personal range power on his psicrystal even though normally he can manifest such a power only on himself.

A psicrystal is treated as a construct for the purposes of all effects that depend on its type.

A psicrystal grants special abilities to its owner, as shown on the Psicrystal Special Abilities table below. In addition, a psicrystal has a personality (being a fragment of the owner's personality), which gives its owner a bonus on certain types of checks or saving throws, as given on the Psicrystal Personalities table below. These special abilities and bonuses apply only when the owner and the psicrystal are within 1 mile of each other.

Psicrystal abilities are based on the owner's levels in psionic classes. Levels from other classes do not count toward the owner's level for purposes of psicrystal abilities.

A psicrystal can speak one language of its owner's choice (so long as it is a language the owner knows). A psicrystal can understand all other languages known by its owner, but cannot speak them. This is a supernatural ability.

Psicrystal Basics: Use the statistics for a psicrystal, but make the following changes.

Saving Throws: A psicrystal uses its owner's base saving throw bonuses and ability modifiers on saves, though it doesn't enjoy any other bonuses its owner might have (from magic items or feats, for example).

Abilities: When its self-propulsion ability is not activated, a psicrystal has no Strength score and no Dexterity score.

Skills: A psicrystal has the same skill ranks as its owner, except that it has a minimum of 4 ranks each in Spot, Listen, Move Silently, and Search. (Even if its owner has no ranks in these skills, a psicrystal has 4 ranks in each.) A psicrystal uses its own ability modifiers on skill checks.

Psicrystal Special Abilities

Owner Level	Natural Armor Adj.	Int Adj.	Special
1st–2nd	+0	+0	Alertness, improved evasion, personality, self-propulsion, share powers, sighted, telepathic link
3rd–4th	+1	+1	Deliver touch powers
5th–6th	+2	+2	Telepathic speech
7th–8th	+3	+3	—
9th–10th	+4	+4	Flight
11th–12th	+5	+5	Power resistance
13th–14th	+6	+6	Sight link
15th–16th	+7	+7	Channel power
17th–18th	+8	+8	—
19th–20th	+9	+9	—

Psicrystal Ability Descriptions: All psicrystals have special abilities (or impart abilities to their owners) depending on the level of the owner, as shown on the table above. The abilities on the table are cumulative.

Natural Armor Adj. (Ex): This number noted here is an improvement to the psicrystal's natural armor bonus (normally 0). It represents a psicrystal's preternatural durability.

Intelligence Adj. (Ex): Add this value to the psicrystal's Intelligence score. Psicrystals are as smart as people (though not necessarily as smart as smart people).

Alertness (Ex): The presence of a psicrystal sharpens its master's senses. While a psicrystal is within arm's reach (adjacent to or in the same square as its owner), its owner gains the Alertness feat.

Improved Evasion (Ex): If a psicrystal is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Personality (Ex): Every psicrystal has a personality. See Psicrystal Personality, below.

Self-Propulsion (Su): As a standard action, its owner can will a psicrystal to form spidery, ectoplasmic legs that grant the psicrystal a land speed of 30 feet and a climb speed of 20 feet. The legs fade into nothingness after one day (or sooner, if the owner desires).

Share Powers (Su): At the owner's option, he can have any power (but not any psi-like ability) he manifests on himself also affect his psicrystal. The psicrystal must be within 5 feet of him at the time of the manifestation to receive the benefit. If the power has a duration other than instantaneous, it stops affecting the psicrystal if it moves farther than 5 feet away, and will not affect the psicrystal again, even if it returns to its owner before the duration expires.

Additionally, the owner can manifest a power with a target of "You" on his psicrystal (as a touch range power) instead of on himself. The owner and psicrystal cannot share powers if the powers normally do not affect creatures of the psicrystal's type (construct).

Sighted (Ex): Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings. A psicrystal's sighted range is 40 feet.

Telepathic Link (Su): The owner has a telepathic link with his psicrystal out to a distance of up to 1 mile. The owner cannot see through the psicrystal's senses, but the two of them can communicate telepathically as if the psicrystal were the target of a *mindlink* power manifested by the owner. For instance, a psicrystal placed in a distant room could relay the activities occurring in that room.

Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does. For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he has seen it too.

Deliver Touch Powers (Su): If the owner is 3rd level or higher, his psicrystal can deliver touch powers for him. If the owner and psicrystal are in contact at the time the owner manifests a touch power, he can designate his psicrystal as the "toucher." The psicrystal can then deliver the touch power just as the owner could. As usual, if the owner manifests another power before the touch is delivered, the touch power dissipates.

Telepathic Speech (Ex): If the owner is 5th level or higher, the psicrystal can communicate telepathically with any creature that has a language and is within 30 feet of the psicrystal, while the psicrystal is also within 1 mile of the owner.

Flight (Su): If the owner is 9th level or higher, he can, as a standard action, will his psicrystal to fly at a speed of 50 feet (poor). The psicrystal drifts gently to the ground after one day (or sooner, if the owner desires).

Power Resistance (Ex): If the owner is 11th level or higher, the psicrystal gains power resistance equal to the owner's level + 5. To affect the psicrystal with a power, another manifester must get a result on a manifester level check that equals or exceeds the psicrystal's power resistance.

Sight Link (Sp): If the owner is 13th level or higher, the character can remote view the psicrystal (as if manifesting the *remote view* power) once per day.

Channel Power (Sp): If the owner is 15th level or higher, he can manifest powers through the psicrystal to a distance of up to 1 mile. The psicrystal is treated as the power's originator, and all ranges are calculated from its location.

When channeling a power through his psicrystal, the owner manifests the power by paying its power point cost. He is still subject to attacks of opportunity and other hazards of manifesting a power, if applicable (for instance, he becomes visible when manifesting an offensive power if *invisible*, as does the psicrystal).

Psicrystal Personality (Ex): Each psicrystal has a distinct personality, chosen by its owner at the time of its creation from among those given on the following table. At 1st level, its owner typically gets a feel for a psicrystal's personality only through occasional impulses, but as the owner increases in level the psicrystal's personality becomes more pronounced. At higher levels, it is not uncommon for a psicrystal to constantly ply its owner with observations and advice, often severely slanted toward the psicrystal's particular worldview. The owner always sees a bit of himself in his psicrystal, even if magnified and therefore distorted.

Psicrystal Personalities

Personality	Benefit to Owner
Artiste	+3 bonus on Craft checks
Bully	+3 bonus on Intimidate checks
Coward	+3 bonus on Hide checks
Friendly	+3 bonus on Diplomacy checks
Hero	+2 bonus on Fortitude saves
Liar	+3 bonus on Bluff checks
Meticulous	+3 bonus on Search checks
Nimble	+2 bonus on Initiative checks
Observant	+3 bonus on Spot checks
Poised	+3 bonus on Balance checks
Resolved	+2 bonus on Will saves
Sage	+3 bonus on checks involving any one Knowledge skill owner already knows; once chosen, this does not vary
Single-minded	+3 bonus on Concentration checks
Sneaky	+3 bonus on Move Silently checks
Sympathetic	+3 bonus on Sense Motive checks

PSYCHIC WARRIOR

Alignment: Any.

Hit Die: d8.

Class Skills

The psychic warrior's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Climb (Str), Concentration* (Con), Craft (Int), Jump (Str), Knowledge (psionics)* (Int), Profession (Wis), Ride (Dex), Search (Int), and Swim (Str).

*New skill or expanded use of existing skill.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: The Psychic Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+2	+0	+0	Bonus feat	0*	1	1st
2nd	+1	+3	+0	+0	Bonus feat	1	2	1st
3rd	+2	+3	+1	+1	—	3	3	1st

4th	+3	+4	+1	+1	—	5	4	2nd
5th	+3	+4	+1	+1	Bonus feat	7	5	2nd
6th	+4	+5	+2	+2	—	11	6	2nd
7th	+5	+5	+2	+2	—	15	7	3rd
8th	+6/+1	+6	+2	+2	Bonus feat	19	8	3rd
9th	+6/+1	+6	+3	+3	—	23	9	3rd
10th	+7/+2	+7	+3	+3	—	27	10	4th
11th	+8/+3	+7	+3	+3	Bonus feat	35	11	4th
12th	+9/+4	+8	+4	+4	—	43	12	4th
13th	+9/+4	+8	+4	+4	—	51	13	5th
14th	+10/+5	+9	+4	+4	Bonus feat	59	14	5th
15th	+11/+6/+1	+9	+5	+5	—	67	15	5th
16th	+12/+7/+2	+10	+5	+5	—	79	16	6th
17th	+12/+7/+2	+10	+5	+5	Bonus feat	91	17	6th
18th	+13/+8/+3	+11	+6	+6	—	103	18	6th
19th	+14/+9/+4	+11	+6	+6	—	115	19	6th
20th	+15/+10/+5	+12	+6	+6	Bonus feat	127	20	6th

*The psychic warrior gains no power points from his class at 1st level. However, he does add any bonus power points he gains from a high Wisdom score, his race, and feats or other sources to his reserve. He can use these points (if any) to manifest his power.

Class Features

All the following are class features of the psychic warrior.

Weapon and Armor Proficiency: Psychic warriors are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Power Points/Day: A psychic warrior's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Psychic Warrior. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. A 1st-level psychic warrior gains no power points for his class level, but he gains bonus power points (if he is entitled to any), and can manifest the single power he knows with those power points.

Powers Known: A psychic warrior begins play knowing one psychic warrior power of your choice. Each time he achieves a new level, he unlocks the knowledge of a new power.

Choose the powers known from the psychic warrior power list. (*Exception:* The feats Expanded Knowledge and Epic Expanded Knowledge do allow a psychic warrior to learn powers from the lists of other classes.) A psychic warrior can manifest any power that has a power point cost equal to or lower than his manifest level.

The total number of powers a psychic warrior can manifest in a day is limited only by his daily power points.

A psychic warrior simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psychic warrior powers is $10 + \text{the power's level} + \text{the psychic warrior's Wisdom modifier}$.

Maximum Power Level Known: A psychic warrior begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers.

To learn or manifest a power, a psychic warrior must have a Wisdom score of at least $10 + \text{the power's level}$.

Bonus Feats: At 1st level, a psychic warrior gets a bonus combat-oriented feat in addition to the feat that any 1st level character gets and the bonus feat granted to a human character. The psychic warrior gains an additional bonus feat at 2nd level and every three levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats or psionic feats. The psychic warrior must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements. A psychic warrior cannot choose feats that specifically require levels in the fighter class unless he is a multiclass character with the requisite levels in the fighter class. These bonus feats are in addition to the feats that a character of any class gains every three levels. A psychic warrior is not limited to fighter bonus feats and psionic feats when choosing these other feats.

SOULKNIFE

Alignment: Any.

Hit Die: d10.

Class Skills

The soulknife's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Climb (Str), Concentration* (Con), Craft (Int), Hide (Dex), Jump (Str), Knowledge (psionics)* (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), and Tumble (Dex).

*New skill or expanded use of existing skill.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table: The Soulknife

Leve l	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Mind blade, Weapon Focus (mind blade), Wild Talent
2nd	+1	+0	+3	+3	Throw mind blade
3rd	+2	+1	+3	+3	Psychic strike +1d8
4th	+3	+1	+4	+4	+1 mind blade
5th	+3	+1	+4	+4	Free draw, shape mind blade
6th	+4	+2	+5	+5	Mind blade enhancement +1, Speed of Thought
7th	+5	+2	+5	+5	Psychic strike +2d8
8th	+6/+1	+2	+6	+6	+2 mind blade
9th	+6/+1	+3	+6	+6	Bladewind, Greater Weapon Focus (mind blade)
10th	+7/+2	+3	+7	+7	Mind blade enhancement +2
11th	+8/+3	+3	+7	+7	Psychic strike +3d8
12th	+9/+4	+4	+8	+8	+3 mind blade
13th	+9/+4	+4	+8	+8	Knife to the soul
14th	+10/+5	+4	+9	+9	Mind blade enhancement +3
15th	+11/+6	+5	+9	+9	Psychic strike +4d8
16th	+12/+7	+5	+10	+10	+4 mind blade
17th	+12/+7	+5	+10	+10	Multiple throw
18th	+13/+8	+6	+11	+11	Mind blade enhancement +4
19th	+14/+9	+6	+11	+11	Psychic strike +5d8
20th	+15/+10/+5	+6	+12	+12	+5 mind blade

Class Features

All the following are class features of the soulknife.

Weapon and Armor Proficiency: Soulknives are proficient with all simple weapons, with their own mind blades, and with light armor and shields (except tower shields).

Mind Blade (Su): As a move action, a soulknife can create a semisolid blade composed of psychic energy distilled from his own mind. The blade is identical in all ways (except visually) to a short sword of a size appropriate for its wielder. For instance, a Medium soulknife materializes a Medium mind blade that he can wield as a light weapon, and the blade deals 1d6 points of damage (crit 19–20/x2). Soulknives who are smaller or larger than Medium create mind blades identical to short swords appropriate for their size, with a corresponding change to the blade's damage. The wielder of a mind blade gains the usual benefits to his attack roll and damage roll from a high Strength bonus.

The blade can be broken (it has hardness 10 and 10 hit points); however, a soulknife can simply create another on his next move action. The moment he relinquishes his grip on his blade, it dissipates (unless he intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of overcoming damage reduction.

A soulknife can use feats such as Power Attack or Combat Expertise in conjunction with the mind blade just as if it were a normal weapon. He can also choose mind blade for feats requiring a specific weapon choice, such as Weapon Specialization. Powers or spells that upgrade weapons can be used on a mind blade.

A soulknife's mind blade improves as the character gains higher levels. At 4th level and every four levels thereafter, the mind blade gains a cumulative +1 enhancement bonus on attack rolls and damage rolls (+2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level).

Even in places where psionic effects do not normally function (such as within a *null psionics field*), a soulknife can attempt to sustain his mind blade by making a DC 20 Will save. On a successful save, the soulknife maintains his mind blade for a number of rounds equal to his class level before he needs to check again. On an unsuccessful attempt, the mind blade vanishes. As a move action on his turn, the soulknife can attempt a new Will save to rematerialize his mind blade while he remains within the psionics negating effect.

Weapon Focus (Mind Blade): A soulknife gains Weapon Focus (mind blade) as a bonus feat.

Wild Talent: A soulknife gains Wild Talent as a bonus feat. (This class feature provides the character with the psionic power he needs to materialize his mind blade, if he has no power points otherwise.)

Throw Mind Blade (Ex): A soul knife of 2nd level or higher can throw his mind blade as a ranged weapon with a range increment of 30 feet.

Whether or not the attack hits, a thrown mind blade then dissipates. A soulknife of 3rd level or higher can make a psychic strike (see below) with a thrown mind blade and can use the blade in conjunction with other special abilities (such as Knife to the Soul; see below).

Psychic Strike (Su): As a move action, a soulknife of 3rd level or higher can imbue his mind blade with destructive psychic energy. This effect deals an extra 1d8 points of damage to the next living, nonmindless target he successfully hits with a melee attack (or ranged attack, if he is using the throw mind blade ability). Creatures immune to mind-affecting effects are immune to psychic strike damage. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away, provided they are living, nonmindless creatures not immune to mind-affecting effects.)

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another move action.

Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used. Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown and misses), it is still imbued with psychic energy when the soulknife next materializes it.

At every four levels beyond 3rd (7th, 11th, 15th, and 19th), the extra damage from a soulknife's psychic strike increases as shown on the Table above.

Free Draw (Su): At 5th level, a soulknife becomes able to materialize his mind blade as a free action instead of a move action. He can make only one attempt to materialize the mind blade per round, however.

Shape Mind Blade (Su): At 5th level, a soulknife gains the ability to change the form of his mind blade. As a fullround action, he can change his mind blade to replicate a longsword (damage 1d8 for a Medium weapon wielded as a one-handed weapon) or a bastard sword (damage 1d10 for a Medium weapon, but he must wield it as a two-handed weapon unless he knows the Exotic Weapon Proficiency (bastard sword) feat). If a soulknife shapes his mind blade into the form of a bastard sword and wields it two-handed, he adds 1-1/2 times his Strength bonus to his damage rolls, just like when using any other two-handed weapon.

Alternatively, a soulknife can split his mind blade into two identical short swords, suitable for fighting with a weapon in each hand. (The normal penalties for fighting with two weapons apply.) However, both mind blades have an enhancement bonus 1 lower than the soulknife would otherwise create with a single mind blade.

Mind Blade Enhancement (Su): At 6th level, a soulknife gains the ability to enhance his mind blade. He can add any one of the weapon special abilities on the table below that has an enhancement bonus value of +1.

At every four levels beyond 6th (10th, 14th, and 18th), the value of the enhancement a soulknife can add to his weapon improves to +2, +3, and +4, respectively. A soulknife can choose any combination of weapon special abilities that does not exceed the total allowed by the soulknife's level.

The weapon ability or abilities remain the same every time the soulknife materializes his mind blade (unless he decides to reassign its abilities; see below). The ability or abilities apply to any form the mind blade takes, including the use of the shape mind blade or bladewind class abilities.

Weapon Special Ability	Enhancement Bonus Value
Defending	+1
Keen	+1
Lucky*	+1
Mighty cleaving	+1
Psychokinetic*	+1
Sundering*	+1
Vicious	+1
Collision*	+2
Mindcrusher*	+2
Psychokinetic burst*	+2
Suppression*	+2
Wounding	+2
Bodyfeeder*	+3
Mindfeeder*	+3
Soulbreaker*	+3

*New special abilities

A soulknife can reassign the ability or abilities he has added to his mind blade. To do so, he must first spend 8 hours in concentration. After that period, the mind blade materializes with the new ability or abilities selected by the soulknife.

Speed of Thought: A soulknife gains Speed of Thought as a bonus feat at 6th level.

Bladewind (Su): At 9th level, a soulknife gains the ability to momentarily fragment his mind blade into numerous identical blades, each of which strikes at a nearby opponent.

As a full attack, when wielding his mind blade, a soulknife can give up his regular attacks and instead fragment his mind blade to make one melee attack at his full base attack bonus against each opponent within reach. Each fragment functions identically to the soulknife's regular mind blade.

When using bladewind, a soulknife forfeits any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the *haste* spell).

The mind blade immediately reverts to its previous form after the bladewind attack.

Greater Weapon Focus (Mind Blade): A soulknife gains Greater Weapon Focus (mind blade) as a bonus feat at 9th level.

Knife to the Soul (Su): Beginning at 13th level, when a soulknife executes a psychic strike, he can choose to substitute Intelligence, Wisdom, or Charisma damage (his choice) for extra dice of damage. For each die of extra damage he gives up, he deals 1 point of damage to the ability score he chooses. A soulknife can combine extra dice of damage and ability damage in any combination.

The soulknife decides which ability score his psychic strike damages and the division of ability damage and extra dice of damage when he imbues his mind blade with the psychic strike energy.

Multiple Throw (Ex): At 17th level and higher, a soulknife can throw a number of mind blades per round equal to the number of melee attacks he could make.

WILDER

Alignment: Any.

Hit Die: d6.

Class Skills

The wilder's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration* (Con), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (psionics)* (Int), Listen (Wis), Profession (Wis), Psicraft* (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

*New skill or expanded use of existing skill.

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table: The Wilder

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+0	+2	Wild surge +1, psychic enervation	2	1	1st
2nd	+1	+0	+0	+3	Elude touch	6	2	1st
3rd	+2	+1	+1	+3	Wild surge +2	11	2	1st
4th	+3	+1	+1	+4	Surging euphoria +1	17	3	2nd
5th	+3	+1	+1	+4	Volatile mind (1 power point)	25	3	2nd
6th	+4	+2	+2	+5		35	4	3rd
7th	+5	+2	+2	+5	Wild surge +3	46	4	3rd
8th	+6/+1	+2	+2	+6		58	5	4th
9th	+6/+1	+3	+3	+6	Volatile mind (2 power points)	72	5	4th
10th	+7/+2	+3	+3	+7		88	6	5th
11th	+8/+3	+3	+3	+7	Wild surge +4	106	6	5th
12th	+9/+4	+4	+4	+8	Surging euphoria +2	126	7	6th
13th	+9/+4	+4	+4	+8	Volatile mind (3 power points)	147	7	6th
14th	+10/+5	+4	+4	+9		170	8	7th
15th	+11/+6/+1	+5	+5	+9	Wild surge +5	195	8	7th
16th	+12/+7/+2	+5	+5	+10		221	9	8th
17th	+12/+7/+2	+5	+5	+10	Volatile mind (4 power points)	250	9	8th
18th	+13/+8/+3	+6	+6	+11		280	10	9th
19th	+14/+9/+4	+6	+6	+11	Wild surge +6	311	10	9th

20th	+15/+10/+5	+6	+6	+12	Surging euphoria +3	343	11	9th
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Class Features

All the following are class features of the wilder.

Weapon and Armor Proficiency: Wilders are proficient with all simple weapons, with light armor, and with shields (except tower shields).

Power Points/Day: A wilder's ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on Table: The Wilder. In addition, she receives bonus power points per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Power Points). Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A wilder begins play knowing one wilder power of your choice. At every even-numbered class level after 1st, she unlocks the knowledge of new powers.

Choose the powers known from the wilder power list. (*Exception:* The feats Expanded Knowledge and Epic Expanded Knowledge do allow a wilder to learn powers from the lists of other classes.) A wilder can manifest any power that has a power point cost equal to or lower than her manifester level.

The total number of powers a wilder can manifest in a day is limited only by her daily power points.

A wilder simply knows her powers; they are ingrained in her mind. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against wilder powers is $10 + \text{the power's level} + \text{the wilder's Charisma modifier}$.

Maximum Power Level Known: A wilder begins play with the ability to learn 1st-level powers. As she attains higher levels, she may gain the ability to master more complex powers.

To learn or manifest a power, a wilder must have a Charisma score of at least $10 + \text{the power's level}$.

Wild Surge (Su): A wilder can let her passion and emotion rise to the surface in a wild surge when she manifests a power.

During a wild surge, a wilder gains phenomenal psionic strength, but may harm herself by the reckless use of her power (see Psychic Enervation, below).

A wilder can choose to invoke a wild surge whenever she manifests a power. When she does so, she gains +1 to her manifester level with that manifestation of the power. The manifester level boost gives her the ability to augment her powers to a higher degree than she otherwise could; however, she pays no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the wild surge. Level-dependent power effects are also improved, depending on the power a wilder manifests with her wild surge.

This improvement in manifester level does not grant her any other benefits (psicrystal abilities do not advance, she does not gain higher-level class abilities, and so on).

She cannot use the Overchannel psionic feat and invoke her wild surge at the same time.

At 3rd level, a wilder can choose to boost her manifester level by two instead of one. At 7th level, she can boost her manifester level by up to three; at 11th level, by up to four; at 15th level, by up to five; and at 19th level, by up to six.

In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power; only the unaugmented power point cost is subtracted from the wilder's power point reserve.

Psychic Enervation (Ex): Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a wilder may be overcome by the strain of her effort. The chance of suffering psychic enervation is equal to 5% per manifester level added with the wild surge.

A wilder who is overcome by psychic enervation is dazed until the end of her next turn and loses a number of power points equal to her wilder level.

Elude Touch (Ex): Starting at 2nd level, a wilder's intuition supersedes her intellect, alerting her to danger from touch attacks (including rays). She gains a bonus to Armor Class against all touch attacks equal to her Charisma bonus; however, her touch AC can never exceed her Armor Class against normal attacks.

Surging Euphoria (Ex): Starting at 4th level, when a wilder uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of her wild surge.

If a wilder is overcome by psychic enervation following her wild surge, she does not gain the morale bonus for this use of her wild surge ability.

At 12th level, the morale bonus on a wilder's attack rolls, damage rolls, and saving throws increases to +2. At 20th level, the bonus increases to +3.

Volatile Mind (Ex): A wilder's temperamental mind is hard to encompass with the discipline of telepathy. When any telepathy power is manifested on a wilder of 5th level or higher, the manifester of the power must pay 1 power point more than he otherwise would have spent.

The extra cost is not a natural part of that power's cost. It does not augment the power; it is simply a wasted power point. The wilder's volatile mind can force the manifester of the telepathy power to exceed the normal power point limit of 1 point per manifester level. If the extra cost raises the telepathy power's cost to more points than the manifester has remaining in his reserve, the power simply fails, and the manifester exhausts the rest of his power points.

At 9th level, the penalty assessed against telepathy powers manifested on a wilder is increased to 2 power points. At 13th level, the penalty increases to 3 power points, and at 17th level it increases to 4 power points.
As a standard action, a wilder can choose to lower this effect for 1 round.

PSIONIC PRESTIGE CLASSES

CEREBREMANCER

Hit Die: d4.

Requirements

To qualify to become a cerebremancer, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 6 ranks, Knowledge (psionics) 6 ranks.

Spells: Able to cast 2nd-level arcane spells.

Psionics: Able to manifest 2nd-level powers.

Class Skills

The cerebremancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) Int, Knowledge (psionics) (Int), Profession (Wis), Psicraft (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The Cerebremancer

Level	Base				Spells per Day/Powers Known
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+0	+2	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
2nd	+1	+0	+0	+3	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
3rd	+1	+1	+1	+3	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
4th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
5th	+2	+1	+1	+4	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
6th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
7th	+3	+2	+2	+5	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
8th	+4	+2	+2	+6	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
9th	+4	+3	+3	+6	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class
10th	+5	+3	+3	+7	+1 level of existing arcane spellcasting class/+1 level of existing manifesting class

Class Features

All the following are class features of the cerebremancer prestige class.

Weapon and Armor Proficiency: Cerebremancers gain no proficiency with any weapon or armor.

Spells per Day/Powers Known: When a new cerebremancer level is attained, the character gains new spells per day as if he had also attained a level in any one arcane spellcasting class he belonged to before he added the prestige class. He gains additional power points per day and access to new powers as if he had also gained a level in any one manifesting class he belonged to previously. He does not, however, gain any other benefit a character of either class would have gained (bonus metamagic, metapsionic, or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of cerebremancer to the level of whatever other arcane spellcasting class and manifesting class the character has, then determines spells per day, caster level, power points per day, powers known, and manifester level accordingly.

If a character had more than one arcane spellcasting class or more than one manifesting class before he became a cerebremancer, he must decide to which class he adds each level of cerebremancer for purpose of determining spells per day, caster level, power points per day, powers known, and manifester level.

ELOCATER

Hit Die: d6.

Requirements

To qualify to become an elocater, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Concentration 8 ranks.

Feats: Mobility, Spring Attack.

Psionics: Able to manifest 1st-level powers.

Class Skills

The elocater's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (psionics), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Psicraft (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Table: The Elocater

Base		Fort Save	Ref Save	Will Save	Special	Powers Known
Level	Attack Bonus					
1st	+0	+0	+2	+2	Scorn earth, Sidestep Charge	+1 level of existing manifesting class
2nd	+1	+0	+3	+3	Opportunistic strike +2	—
3rd	+2	+1	+3	+3	Dimension step	+1 level of existing manifesting class
4th	+3	+1	+4	+4	Flanker	+1 level of existing manifesting class
5th	+3	+1	+4	+4	Opportunistic strike +4	—
6th	+4	+2	+5	+5	Transporter	+1 level of existing manifesting class
7th	+5	+2	+5	+5	Capricious step	+1 level of existing manifesting class
8th	+6	+2	+6	+6	Opportunistic strike +6	—
9th	+6	+3	+6	+6	Dimension spring attack	+1 level of existing manifesting class
10th	+7	+3	+7	+7	Accelerated action	+1 level of existing manifesting class

Class Features

All the following are class features of the elocater prestige class.

Weapon and Armor Proficiency: Elocaters are proficient with all simple and martial weapons and with light armor.

Powers Known: At every level indicated on the table, the character gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of elocater to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became an elocater, she must decide to which class she adds the new level of elocater for the purpose of determining power points per day, powers known, and manifester level.

Scorn Earth (Su): At 1st level, an elocater's feet lift from the ground. From now on, she can float a foot above the ground. Instead of walking she glides along, unconcerned with the hard earth or difficult terrain. While she remains within 1 foot of a flat surface of any solid or liquid, she can take normal actions and make normal attacks, and can move at her normal speed (she can even "run" at four times her normal speed). However, at distances higher than 1 foot above any surface, her speed diminishes to 10 feet per round.

While she remains within 1 foot of a surface, she can make melee and ranged attacks normally, but if she moves any higher, she incurs the penalties on melee and ranged attack rolls as if she were the subject of the *psionic levitate* power.

Sidestep Charge (Ex): At 1st level, an elocater gains Sidestep Charge as a bonus feat, even if she does not meet the prerequisites. If the character already has this feat, she gains no benefit.

Opportunistic Strike (Ex): Beginning at 2nd level, an elocater's hyperawareness of spatial relations gives her an instinctive view of the battlefield, which allows her to make a cunning attack against distracted opponents. The elocater gains a +2 insight bonus on her attack roll and her damage roll (if the attack hits) for the first attack she makes against an opponent that has been dealt damage in melee by another character since the elocater's last action. At 5th level the insight bonus increases to +4, and at 8th level the insight bonus increases to +6.

Dimension Step (Su): An elocater of 3rd level or higher can slip psionically between spaces as if using the *psionic dimension door* power, once per day. The elocater cannot bring any other creatures with her. Her manifester level for this effect is equal to her elocater level.

Flanker (Ex): An elocater of 4th level or higher can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She can designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

Transporter (Ex): At 6th level, an elocater learns both *psionic teleport* and *psionic plane shift*. These powers are in addition to any powers the elocater normally learns by advancing a level.

The elocater treats these powers as if they were 3rd-level powers on her class list. This means, among other things, that manifesting these powers costs 5 power points. (If the character does not have a high enough manifester level to manifest 3rd-level powers the character cannot manifest these powers until she has attained the required manifester level.)

Capricious Step (Ex): At 7th level, an elocater can take an extra 5-foot step in any round when she doesn't perform any other movement (except for the first 5-foot step). Like the first, the second 5-foot step does not provoke attacks of opportunity. The character can take the extra 5-foot step immediately after taking the first, or wait until the end of her other actions for the round. In all other ways, the rules for taking a 5-foot step apply.

Dimension Spring Attack (Su): An elocater of 9th level or higher can use her dimension step ability in conjunction with her Spring Attack feat once per day. This ability can be used only against opponents within 60 feet to which the elocater has line of sight. She can dimension step up to the target, use Spring Attack, and then use dimension step to return to her starting point. (When she uses this ability, the total distance she can travel before and after the attack is not limited by her speed.) The use of this ability counts as her use of the dimension step ability on that day (and this ability is not available during a day when she has already used dimension step).

Accelerated Action (Su): When she attains 10th level, an elocater can accelerate herself and thereby take more actions than normal. An elocater can accelerate herself for a total of 5 rounds per day. She can choose to parcel out her accelerated actions in 1-round increments. (This effect is not cumulative with similar effects that provide additional actions, such as *schism* or a *haste* spell—and in fact an elocater can't take an accelerated action if affected by these or similar effects.)

If she makes a full attack while accelerated, an elocater can make one extra attack with any weapon she is holding. The attack is made using her full base attack bonus, plus any modifiers appropriate to the situation. If the elocater uses her accelerated action to move, she gains an enhancement bonus to her speed of +30 feet. The elocater can use her accelerated action to manifest a power, as long as she has not already manifested a power in the current round and the one she wants to manifest has a manifesting time of 1 standard action or shorter. While accelerated, she gains a +2 dodge bonus on attack rolls and Reflex saves and a +2 dodge bonus to Armor Class. Any condition that makes her lose her Dexterity bonus to Armor Class (if any) also makes her lose these dodge bonuses.

PSIONIC FIST

Hit Die: d6.

Requirements

To qualify to become a Psionic Fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Concentration 9 ranks.

Feat: Wild Talent.

Special: Still mind class feature.

Class Skills

The Psionic Fist's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Table: The Psionic Fist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Points/ Day	Powers Known	Level Known
1st	+0	+0	+2	+2	Monk abilities	1	1	1st
2nd	+1	+0	+3	+3	—	3	2	1st
3rd	+2	+1	+3	+3	—	6	3	2nd

4th	+3	+1	+4	+4	—	10	4	2nd
5th	+3	+1	+4	+4	Bonus psionic feat	15	5	3rd
6th	+4	+2	+5	+5	—	23	6	3rd
7th	+5	+2	+5	+5	—	31	7	4th
8th	+6	+2	+6	+6	—	43	8	4th
9th	+6	+3	+6	+6	—	55	9	5th
10th	+7	+3	+7	+7	Bonus psionic feat	71	10	5th

Class Features

All the following are class features of the Psionic Fist prestige class.

Weapon and Armor Proficiency: Psionic Fists gain no proficiency with any weapon or armor.

Monk Abilities: A Psionic Fist's class levels stack with his monk levels for the purpose of determining his unarmed damage and bonuses to Armor Class and unarmored speed. His class levels do not apply to other monk abilities such as flurry of blows, slow fall, and so on.

Power Points/Day: A Psionic Fist can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The Psionic Fist. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Power Points). His race may also provide bonus power points per day, as may certain feats and items. If a Psionic Fist has power points from a different class, those points are pooled together and usable to manifest powers from either class. Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known: A Psionic Fist chooses his powers from the psychic warrior power list. At 1st level, a Psionic Fist knows one psychic warrior power of your choice. Each time he attains a new level, he learns one new power. A Psionic Fist can manifest any power that has a power point cost equal to or lower than his manifest level. The total number of powers a Psionic Fist can manifest per day is limited only by his daily power points.

A Psionic Fist simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points. The Difficulty Class for saving throws against Psionic Fist powers is $10 + \text{the power's level} + \text{the Psionic Fist's Wisdom modifier}$.

Maximum Power Level Known: A Psionic Fist gains the ability to learn one 1st-level power when he takes his first level in the prestige class. As he attains each new odd-numbered level, a Psionic Fist gains the ability to master more complex powers.

To learn or manifest a power, a Psionic Fist must have a Wisdom score of at least $10 + \text{the power's level}$.

Bonus Psionic Feat: At 5th and 10th level, a Psionic Fist can take any psionic feat as a bonus feat. He must still meet the prerequisites for the feat.

Multiclass Note: A monk who becomes a Psionic Fist may continue advancing as a monk.

SLAYER

Hit Die: d8.

Requirements

To qualify to become a slayer, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill: Knowledge (dungeoneering) 4 ranks.

Feat: Track.

Psionics: Must have a power point reserve of at least 1 power point.

Class Skills

The slayer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Knowledge (dungeoneering) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Table: The Slayer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+1	+0	+0	+2	Favored enemy +2, enemy sense	—
2nd	+2	+0	+0	+3	Brain nausea	+1 level of existing manifesting class

3rd	+3	+1	+1	+3	Lucid buffer	+1 level of existing manifesting class
4th	+4	+1	+1	+4	Favored enemy +4	+1 level of existing manifesting class
5th	+5	+1	+1	+4	—	+1 level of existing manifesting class
6th	+6	+2	+2	+5	Cerebral blind	+1 level of existing manifesting class
7th	+7	+2	+2	+5	Favored enemy +6	+1 level of existing manifesting class
8th	+8	+2	+2	+6	Breach power resistance	+1 level of existing manifesting class
9th	+9	+3	+3	+6	Cerebral immunity	+1 level of existing manifesting class
10th	+10	+3	+3	+7	Blast feedback, favored enemy +8	+1 level of existing manifesting class

Class Features

All the following are class features of the slayer prestige class.

Weapon and Armor Proficiency: Slayers are proficient with all simple and martial weapons and with all types of armor.

Powers Known: Beginning at 2nd level, a slayer gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of slayer to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly. If a character had more than one manifesting class before she became a slayer, she must decide to which class she adds the new level of slayer for the purpose of determining power points per day, powers known, and manifester level.

If the character did not belong to a manifesting class before taking this prestige class, she does not gain manifesting levels.

Favored Enemy (Ex): When she enters the class, a slayer formally declares a type of psionic creature as the enemy she detests above all others. Due to her extensive study of her foes and training in the proper techniques for combating them, she gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against her favored enemy.

Likewise, she gets a +2 bonus on weapon damage rolls against creatures of this kind. At 4th level the bonuses increase to +4, at 7th level to +6, and at 10th level to +8.

Enemy Sense (Su): A slayer can sense the presence of her favored enemy within 60 feet of herself, even if they are hidden by darkness or walls, but she cannot discern their exact location.

Brain Nausea (Su): At 2nd level, a slayer gains a constant defensive ability somewhat similar to the *aversion* power. Any creature that attempts to eat the slayer's brain must succeed on a Will save (DC 15 + slayer's class level) or become disinclined to do so for 24 hours thereafter. A creature that fails this save may take any action it desires except extracting the slayer's brain (but does not realize it is being so affected). This ability is active even if the slayer is unconscious, stunned, or otherwise helpless.

Lucid Buffer (Ex): At 3rd level, a slayer becomes especially skilled at resisting mental attacks. She gains a +4 competence bonus on saving throws against all compulsions and mind-affecting effects. This ability is active even if the slayer is unconscious, stunned, or otherwise helpless.

Cerebral Blind (Su): After reaching 6th level, a slayer is protected from all devices, powers, and spells that reveal location. This ability protects against information gathering by clairsentience powers or effects that reveal location.

The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to gain information about the slayer's location (however, *metafaculty* can pierce this protective barrier). In the case of *remote viewing* or *scrying* that scans an area a slayer is in, the effect works, but the slayer simply isn't detected. *Remote viewing* or *scrying* attempts that are targeted specifically at a slayer do not work. This ability is active as long as the slayer is psionically focused.

Breach Power Resistance (Su): A slayer of 8th level or higher can enhance her weapon with psionic might. Each successful melee attack (or ranged attack if the target is within 30 feet) she makes with her weapon against a creature with power resistance temporarily reduces its power resistance by 1. Unless the creature is slain, its lost power resistance returns all at once 12 hours later. This ability is active as long as the slayer is psionically focused.

Cerebral Immunity (Su): On reaching 9th level, a slayer gains protection from all devices, powers, and spells that influence the mind. This ability shields her against almost all mind-affecting powers and effects (though the slayer can selectively allow powers or spells to affect her). The ability even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used to mentally influence a slayer. This ability is active as long as the slayer is psionically focused.

Blast Feedback (Su): At 10th level, if a slayer makes her saving throw when attacked with *mind blast*, the *mind blast* rebounds upon the attacker. Only the original attacker is targeted in the rebound effect. If the original attacker fails a Will saving throw (DC equal to that of the original attack), the attacker is affected normally by the *mind blast*.

METAMIND

Hit Die: d4.

Requirements

To qualify to become a metamind, a character must fulfill all the following criteria.

Skills: Knowledge (psionics) 8 ranks, Psicraft 4 ranks.

Feat: Psicrystal Affinity.

Psionics: Manifester level 4th.

Class Skills

The metamind's class skills are Autohypnosis (Wis), Concentration* (Con), Craft (any) (Int), Knowledge (psionics), and Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The Metamind

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Free manifesting 1st, 3/day	—
2nd	+1	+0	+0	+3	Cognizance psicrystal 5 points	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Free manifesting 2nd, 3/day	—
4th	+2	+1	+1	+4	Cognizance psicrystal 7 points	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Free manifesting 3rd, 1/day	—
6th	+3	+2	+2	+5	Cognizance psicrystal 9 points	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Free manifesting 4th, 1/day	—
8th	+4	+2	+2	+6	Cognizance psicrystal 11 points	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Free manifesting 5th, 1/day	—
10th	+5	+3	+3	+7	Font of power	+1 level of existing manifesting class

Class Features

All the following are class features of the metamind prestige class.

Weapon and Armor Proficiency: Metaminds gain no proficiency with any weapon or armor.

Powers Known: At every even-numbered level, a metamind gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, and so on). This essentially means that he adds the level of metamind to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before he became a metamind, he must decide to which class he adds the new level of metamind for the purpose of determining power points per day, powers known, and manifester level.

Free Manifesting (Ps): At 1st level, a metamind can manifest any 1st-level power he knows for free (without spending power points) three times per day.

At higher levels, a metamind gains the ability to freely manifest additional higher-level powers: three 2nd-level powers per day at 3rd level; one 3rd-level power per day at 5th level; one 4th-level power per day at 7th level; and one 5th-level power per day at 9th level.

This benefit applies only to the power point cost of an unaugmented power. Points spent to augment a power and an experience point cost (if any) must be paid as normal.

Cognizance Psicrystal (Ex): At 2nd level, a metamind masters the trick of storing excess power points in a psicrystal. The psicrystal is now treated as a *cognizance crystal* capable of storing 5 power points, in addition to its psicrystal abilities. At every even-numbered level, a metamind becomes able to store an additional 2 power points in his psicrystal, to a maximum of 11 points at 8th level.

Font of Power (Ps): A 10th-level metamind can act as a living *cognizance crystal*, producing seemingly endless power points once per day, for up to 1 minute. His eyes shine like tiny stars, and faint illumination seems to beam out of his mouth and the end of each of his fingers. While so empowered, he can manifest any of his powers without drawing from his power point reserve. He finds the power points he needs welling up within his own body.

If a metamind using this ability enters a metaconcert, his power point reserve is accessed normally for the purpose of his contributing to the pool.

PSION UNCARNATE

Hit Die: d4.

Requirements

To qualify to become a psion uncarnate, a character must fulfill all the following criteria.

Skills: Knowledge (psionics) 8 ranks, Psicraft 8 ranks.

Feat: Psionic Body.

Psionics: Able to manifest 3rd-level powers.

Special: Must have had some instruction by another psion uncarnate.

Class Skills

The psion uncarnate's class skills are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Craft (any) (Int), Disguise (Cha), Knowledge (the planes) (Int), Knowledge (psionics) (Int), Psicraft (Int), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table: The Psion Uncarnate

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Incorporeal touch 1d6, uncarnate armor	—
2nd	+1	+0	+0	+3	Shed body 1/day	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Assume equipment	+1 level of existing manifesting class
4th	+2	+1	+1	+4	Assume likeness	—
5th	+2	+1	+1	+4	Incorporeal touch 2d6	+1 level of existing manifesting class
6th	+3	+2	+2	+5	Shed body 2/day	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Telekinetic force	—
8th	+4	+2	+2	+6	Uncarnate bridge	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Incorporeal touch 3d6	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Uncarnate	—

Class Features

All the following are class features of the psion uncarnate prestige class.

Weapon and Armor Proficiency: Psion uncarnates gain no proficiency with any weapon or armor.

Powers Known: At every level indicated on Table: The Psion Uncarnate, a psion uncarnate gains additional power points per day and access to new powers as if he had also gained a level in whatever manifesting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that he adds the level of psion uncarnate to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before he became a psion uncarnate, he must decide to which class he adds the new level of psion uncarnate for the purpose of determining power points per day, powers known, and manifester level.

Incorporeal Touch (Su): Beginning at 1st level, a psion uncarnate can make up to three melee touch attacks per day that each deal 1d6 points of damage if they hit. The character's Strength modifier is not applied to this attack, but it is effective against incorporeal creatures (and against corporeal creatures while the psion uncarnate is incorporeal). The character's hand and arm seem to become slightly translucent when he makes these attacks. A miss still counts as a use of the ability.

While uncarnate (see below), a psion uncarnate can make melee touch attacks at will that do not count against his uses of this ability.

For every four levels higher than 1st the psion uncarnate attains, the damage on these attacks increases by 1d6 points.

Uncarnate Armor (Su): A psion uncarnate wearing armor (or using *inertial armor* or a similar effect) gets his armor bonus to AC even when he becomes incorporeal (see *Shed Body*, below). However, unlike other incorporeal creatures, a psion uncarnate does not gain a deflection bonus to Armor Class from his Charisma modifier. This ability works even if the armor being worn becomes incorporeal (such as through the use of the assume equipment ability described below).

Shed Body (Su): Starting at 2nd level, a psion uncarnate can become incorporeal (or "uncarnate") once per day as a standard action. The character can remain uncarnate for up to 1 minute. During this time, the character's body fades into an immaterial form that retains the character's basic likeness. While uncarnate, the character gains the incorporeal subtype (see below). He gains a fly speed equal to his land speed (perfect maneuverability). His material armor remains in place and continues to provide its armor bonus to AC (see *Uncarnate Armor*, above). His material weapons also remain corporeal. Losing his physical form allows the character to more easily access his mental abilities, and he gains a +1 bonus on all save DCs for powers he manifests while uncarnate.

He can use equipment normally, deriving benefits from items that enhance his capabilities; however, all his equipment remains material even when the character is uncarnate (but see the assume equipment ability, described below).

Often, a psion uncarnate appears almost like a ghost wearing items of the material world. This doesn't make his equipment more susceptible to attack (the normal rules for attended objects apply), but it does make it impossible for the character to enter or pass through solid objects while wearing solid equipment. If he drops his material equipment, he can pass through solid objects at will as described below.

At 6th level and higher, a psion uncarnate can shed his body twice per day for up to 1 minute each time.

Incorporeal Subtype: An incorporeal psion uncarnate has no physical body. He 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. He is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, he has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects, or attacks made with *ghost touch* weapons).

An incorporeal psion uncarnate has no natural armor bonus—and, unlike other incorporeal creatures, does not gain a deflection bonus from his Charisma modifier. An incorporeal psion uncarnate can enter or pass through solid objects (subject to the restrictions described in the shed body and assume equipment abilities), but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than his own. He can sense the presence of creatures or objects within a square adjacent to his current location, but enemies have total concealment (50% miss chance) from an incorporeal psion uncarnate that is inside an object. To see farther from the object he is in and attack normally, the incorporeal psion uncarnate must emerge. An incorporeal psion uncarnate inside an object has total cover, but when he attacks a creature outside the object he only has cover, so a creature outside with a readied action could strike at him as he attacks. An incorporeal psion uncarnate cannot pass through a force effect.

An incorporeal psion uncarnate's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects work normally against him. He can pass through and operate in water as easily as he does in air. An incorporeal psion uncarnate cannot fall or take falling damage. He cannot make trip or grapple attacks, nor can he be tripped or grappled. In fact, he cannot take any physical action that would move or manipulate an opponent or its equipment, nor is he 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 attack rolls and its ranged attack rolls. 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.

Assume Equipment (Su): Beginning at 3rd level, a psion

uncarnate can designate a number of pieces of his worn equipment (including armor and weapons) equal to his psion uncarnate level to become incorporeal when he uses his shed body ability. This has no effect on the equipment's function, but now when the psion uncarnate is incorporeal, he can enter or pass through solid objects while wearing nothing other than the designated equipment. Once designated, the equipment automatically changes to incorporeal when the character sheds his body, and it returns to corporeality when the character does. The character can change his designations as he desires.

Assume Likeness (Su): At 4th level and higher, while incorporeal, a psion uncarnate can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. The character's abilities do not change, but he appears to be the creature that he assumes the likeness of, allowing him the ability to effectively disguise himself and bluff those who might wonder at his true nature. Each physical interaction with a creature requires a successful Bluff check (opposed by the creature's Sense Motive check) to convince the creature of the psion uncarnate's new appearance. The psion uncarnate must not do anything to give away his true (incorporeal) nature in order for the bluff to be successful; for instance, if he accepts an item from another creature only to have it fall through his immaterial hands, the Bluff check automatically fails. However, a Bluff check would be allowed if the psion uncarnate uses his telekinetic force ability (see below) to hold the received item.

When using his assume likeness ability, a psion uncarnate has an additional +10 circumstance bonus on Disguise checks. If he can read an opponent's mind, he gets a further +4 circumstance bonus on Bluff and Disguise checks.

Telekinetic Force (Su): Beginning at 7th level, while incorporeal, a psion uncarnate can use a telekinetic force effect as a standard action that does not provoke attacks of opportunity. The save DC is equal to $14 + \text{the psion uncarnate's key ability modifier}$ (either Int, Wis, or Cha). The character's manifester level is the manifester level of the effect.

Even while corporeal, a psion uncarnate can use this ability, but only three times per day (uses while he is uncarnate do not count against this use limit).

Uncarnate Bridge (Su): At 8th level, as a creature of almost pure mind, a psion uncarnate becomes more closely attuned to the minds of other creatures. He gains the ability to transport himself via the minds of living creatures. Once per day as a standard action while incorporeal, he can seamlessly enter any living creature with an Intelligence score and pass to another living creature with an Intelligence score that is within line of sight of the first creature.

The psion uncarnate must be in a space adjacent to the entry creature before transporting, and he appears in a space adjacent to the destination creature after transporting. The entry and destination creatures need not be familiar to the character. A psion uncarnate cannot use himself as the entry or destination creature. Neither creature need be a willing participant.

When exiting the destination creature, the psion uncarnate chooses an adjacent square in which to appear. Entering and leaving a creature is painless, unless the psion uncarnate wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a mental bridge surprising and quite unsettling.

If he desires, a psion uncarnate can destructively exit the destination creature. If the creature fails a Will save (DC 15 + psion uncarnate's key ability modifier), the exiting psion uncarnate tunes his mental form to destructively interfere with the target's mind. He bursts forth explosively from the creature's body, dealing it 10d6 points of damage.

Uncarnate (Ex): At 10th level, a psion uncarnate becomes a being of pure psionic consciousness. This ability is similar to shed body, except the character is permanently incorporeal (and gains that subtype). If the character desires, he can become corporeal once per day for up to 1 minute, but he spends the rest of his time as an entity of mind untethered by the physical world.

PYROKINETICIST

Hit Die: d8.

Requirements

To qualify to become a pyrokineticist, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Skills: Concentration 8 ranks, Craft (alchemy) 1 rank, Knowledge (psionics) 2 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have set fire to a structure of any size just to watch it burn.

Class Skills

The pyrokineticist's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Intimidate (Cha), Jump (Str), and Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The Pyrokineticist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	<i>Fire lash</i>
2nd	+1	+3	+3	+0	<i>Fire adaptation, hand afire</i>
3rd	+2	+3	+3	+1	<i>Bolt of fire</i>
4th	+3	+4	+4	+1	<i>Weapon afire</i>
5th	+3	+4	+4	+1	<i>Nimbus</i>
6th	+4	+5	+5	+2	<i>Firewalk</i>
7th	+5	+5	+5	+2	<i>Fear no fire</i>
8th	+6	+6	+6	+2	<i>Greater weapon afire</i>
9th	+6	+6	+6	+3	<i>Heat death</i>
10th	+7	+7	+7	+3	<i>Conflagration</i>

Class Features

All the following are class features of the pyrokineticist prestige class.

Weapon and Armor Proficiency: Pyrokineticists gain no proficiency with any weapon or armor.

Fire Lash (Ps): A pyrokineticist gains the ability to fashion a 15-foot-long whip of fire from unstable ectoplasm as a move-equivalent action. She takes no damage from a fire lash she creates, and if she releases her hold, it immediately dissipates. The lash deals 1d8 points of fire damage to a target within 15 feet on a successful ranged touch attack. A pyro can take Weapon Focus and Weapon Specialization (if she otherwise meets the prerequisites) in conjunction with the fire lash, as well as any feats that apply to the use of a standard whip. The whip remains in existence as long as the pyrokineticist holds it.

Fire Adaptation (Ex): At 2nd level, a pyrokineticist becomes resistant to fire, gaining a +4 bonus on all saving throws against fire and heat spells and effects. In addition, she gains resistance to fire 10.

Hand Afire (Ps): A pyrokineticist of 2nd level or higher can activate this ability as a move-equivalent action. Flames engulf one of the pyrokineticist's hands (but do her no harm). Her unarmed attacks with that hand are treated as armed. Such attacks deal an extra 2d6 points of fire damage.

Bolt of Fire (Ps): Starting at 3rd level, as a standard action, a pyrokineticist can launch a bolt of psionically manifested fire at any target in line of sight within 60 feet. This effect is treated as a ranged touch attack and deals 1d6 points of fire damage for each class level the pyro has.

Weapon Afire (Ps): At 4th level and higher, a pyrokineticist can activate this ability as a move-equivalent action. Flames that harm neither her nor the weapon engulf one weapon she holds (which can be a projectile such as a stone, bullet, arrow, or bolt). The weapon deals an extra 2d6 points of fire damage on a successful hit. The weapon retains this effect for as long as the pyrokineticist wields it.

Nimbus (Ps): Beginning at 5th level, a pyrokineticist can activate this ability as a move-equivalent action. Flames that harm neither the pyrokineticist nor her equipment engulf her entire body. While she is aflame, the character's Charisma score increases by 4, she can make a melee touch attack for 2d6 points of fire damage, and she gains damage reduction 5/magic. If she is struck in melee, the attacker takes 2d6 points of fire damage. This ability lasts for up to 1 minute per pyrokineticist level and is usable once per day.

Firewalk (Su): Beginning at 6th level, as a free action a pyrokineticist can expend her psionic focus (see the Concentration skill description) to literally walk on air. She moves at her normal speed in all directions, including vertically, but cannot move more than double her speed in a round. A firewalking pyro leaves footprints of flame in the air that disperse in 2 rounds, but her tread does not deal damage. She must pay 1 power point per round spent traveling in this fashion.

Fear No Fire (Ex): At 7th level, a pyrokineticist becomes highly resistant to fire, gaining a +8 bonus on all saving throws against fire and heat spells and effects and also gaining resistance to fire 20.

Greater Weapon Afire (Ps): At 8th level, when a pyrokineticist activates her hand afire ability or her weapon afire ability, her unarmed attack or weapon deals an extra 4d6 points of fire damage instead of 2d6. Touch attacks made while she uses the nimbus ability likewise deal 4d6 points of damage instead of 2d6.

Heat Death (Ps): A pyrokineticist who reaches 9th level can expend her psionic focus and take a full attack action to raise the internal temperature of one living creature within 30 feet to lethal levels. The target must succeed on a Fortitude saving throw (DC 14 + pyro's Cha modifier) or die horrifically as its blood (or other internal fluid) boils. Even on a successful save, the target takes 4d8 points of fire damage from the heat.

Conflagration (Ps): At 10th level, a pyrokineticist gains the ability to create a massive burst of raging flames around herself, burning everything in the area. Once per day, as a standard action, she can use this ability to deal 15d6 points of fire damage in a 30-foot-radius burst emanating from herself. Any creature or object caught in the burst can make a Reflex saving throw (DC 15 + pyro's Cha modifier) for half damage. Anyone failing the Reflex save against the *conflagration* must also make a Fortitude saving throw (same DC) or die due to extreme shock from the intense heat.

THRALLHERD

Hit Die: d4.

Requirements

To qualify to become a thrallherd, a character must fulfill all the following criteria.

Skills: Diplomacy 4 ranks, Knowledge (psionics) 8 ranks.

Feat: Inquisitor.

Psionics: Manifester level 5th and able to manifest *mindlink*.

Class Skills

The thrallherd's class skills are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Knowledge (psionics), Psicraft (Int), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Table: The Thrallherd

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+0	+2	Thrallherd	—
2nd	+1	+0	+0	+3	—	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Psionic charm	+1 level of existing manifesting class
4th	+2	+1	+1	+4	—	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Psionic dominate	+1 level of existing manifesting class
6th	+3	+2	+2	+5	—	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Greater dominate	+1 level of existing manifesting class
8th	+4	+2	+2	+6	—	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Superior dominate	+1 level of existing manifesting class

10th	+5	+3	+3	+7	Twofold master	—
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Class Features

All the following are class features of the thrallherd prestige class.

Weapon and Armor Proficiency: Thrallherds gain no proficiency with any weapon or armor.

Powers Known: At every level from 2nd through 9th, a thrallherd gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of thrallherd to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became a thrallherd, she must decide to which class she adds the new level of thrallherd for the purpose of determining power points per day, powers known, and manifester level.

Thrallherd (Ex): A thrallherd who has just entered the class sends out a subtle psychic call for servants, and that call is answered. Essentially, the character gains something akin to the Leadership feat, but with some important differences. Those who answer a thrallherd's call are not referred to as cohorts and followers, but rather as thralls and believers, respectively. They do not appear because they admire the character and want to serve her, but because a hidden psychic resonance connects the thrallherd and her servants.

As with the Leadership feat, a thrallherd has a Leadership score that determines the highest-level thrall and believers she can attract. A thrallherd's Leadership score is equal to her character level + her Cha modifier + her thrallherd level. (Note that her thrallherd level is counted twice.) This score is not affected by any of the modifiers mentioned in the Leadership feat.

As with the Leadership feat, the called thrall's level is limited, even if the character's Leadership score would indicate a higher-level thrall. Unlike with the Leadership feat, the level limit of a thrall is equal to the character's total level minus 1 (not level minus 2, as is true for cohorts).

A thrallherd cannot take the Leadership feat; if the character already has it, the feat is lost and replaced by this ability; those who were previously cohorts and followers go their separate ways, and those who are more mentally pliable show up later to take up roles as thralls and believers. A thrallherd's first thrall and believers arrive within 24 hours of her entry into this class; likewise, lost thralls and believers are replaced within 24 hours.

Use the following table instead of the one with the Leadership feat to determine the level of a thrallherd's thrall and the number of believers of various levels a thrallherd can attract.

Leadership Score	Thrall Level	— Number of Believers by Level —					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Psionic Charm (Ex): At 3rd level, a thrallherd adds *psionic charm* to her powers known (if she doesn't already know it). Once per day, she can manifest *psionic charm* at a reduced power point cost. The cost of *psionic charm* is reduced by the thrallherd's level, to a minimum of 1 power point. The effect of this power is still restricted by the thrallherd's manifester level.

Psionic Dominate (Ex): At 5th level, a thrallherd adds *psionic dominate* to her powers known (if she doesn't already know it). Once per day, she can manifest *psionic dominate* at a reduced power point cost. The cost of *psionic dominate* is reduced by the thrallherd's level, to a minimum of 1 power point. The effect of this power is still restricted by the thrallherd's manifester level.

Greater Dominate (Ex): At 7th level and higher, a thrallherd does not have to pay 2 additional power points when she augments *psionic dominate* to affect animals, fey, giants, magical beasts, and monstrous humanoids. This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Superior Dominate (Ex): At 9th level, a thrallherd does not have to pay 4 additional power points when she augments *psionic dominate* to affect aberrations, dragons, elementals, and outsiders (in addition to the creature types mentioned in the greater dominate ability). This reduced point cost does not increase the save DC of the power as if she had spent the additional power points.

Twofold Master (Ex): At 10th level, a thrallherd can add a second thrall to her herd. This second thrall's maximum level is equal to the thrallherd's level minus 2, even if her Leadership score would indicate a higher-level thrall.

WAR MIND

Hit Die: d10.

Requirements

To qualify to become a war mind, a character must fulfill all the following criteria.

Alignment: Any nonchaotic.

Base Attack Bonus: +3.

Skills: Knowledge (history) 2 ranks, Knowledge (psionics) 8 ranks.

Psionics: Must have a power point reserve of at least 1 power point.

Special: Must have had some instruction by another war mind.

Class Skills

The war mind's class skills (and the key ability for each skill) are Auto hypnosis (Wis), Concentration (Con), Intimidate (Cha), Knowledge (history) (Int), Knowledge (psionics) (Int), and Psicraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The War Mind

Level	Base					Power Points/Day	Powers Known	Maximum Power Level Known
Leve	Attack Bonus	Fort Save	Ref Save	Will Save	Special			
1st	+1	+2	+2	+0	Chain of personal superiority +2	2	1	1st
2nd	+2	+3	+3	+0	Chain of defensive posture +2	5	2	1st
3rd	+3	+3	+3	+1	Enduring body (DR 1/-)	9	2	1st
4th	+4	+4	+4	+1	—	14	3	2nd
5th	+5	+4	+4	+1	Sweeping strike	20	3	2nd
6th	+6	+5	+5	+2	Enduring body (DR 2/-)	28	4	3rd
7th	+7	+5	+5	+2	Chain of personal superiority +4	37	4	3rd
8th	+8	+6	+6	+2	Chain of defensive posture +4	47	5	4th
9th	+9	+6	+6	+3	Enduring body (DR 3/-)	58	5	4th
10th	+10	+7	+7	+3	Chain of overwhelming force	70	6	5th

Class Features

All the following are class features of the war mind prestige class.

Weapon and Armor Proficiency: War minds gain no proficiency with any weapon or armor.

Power Points/Day: A war mind can manifest powers. His ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table: The War Mind. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items. If a war mind has power points from a different class, those points are pooled together and usable to manifest powers

from either class. Bonus power points from having a high ability score can be gained only for the character's highest psionic class.

Powers Known: A war mind chooses his powers from the psychic warrior power list. At 1st level, a war mind knows one psychic warrior power of your choice. At every even-numbered level higher than 1st, he learns one new power. A war mind can manifest any power that has a power point cost equal to or lower than his manifester level. The total number of powers a war mind can manifest per day is limited only by his daily power points.

A war mind simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points. The Difficulty Class for saving throws against war mind powers is $10 + \text{the power's level} + \text{the war mind's Wisdom modifier}$.

Maximum Power Level Known: A war mind gains the ability to learn one 1st-level power when he takes his first level in the prestige class. As he attains each even-numbered level beyond 2nd, a war mind gains the ability to master more complex powers.

To learn or manifest a power, a war mind must have a Wisdom score of at least $10 + \text{the power's level}$.

Chain of Personal Superiority (Ex): At 1st level, a war mind learns the first principle of warfare for the individual combatant: the ability to both deal punishment and take it. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Strength and Constitution for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 7th level, the insight bonus to Strength and Constitution improves to +4.

Chain of Defensive Posture (Ex): At 2nd level, a war mind learns the second principle of warfare for the individual combatant: the ability to avoid the enemy's counterattacks if that enemy is not immediately overwhelmed. Calling upon inner reserves of knowledge and dedication, a war mind can provide himself with a +2 insight bonus to Armor Class for up to 1 minute. A war mind can use this power three times per day. Activating this power is a free action. At 8th level, the insight bonus to Armor Class improves to +4.

Enduring Body (Ex): At 3rd level, a war mind learns the third principle of warfare for the individual combatant: to unleash in oneself the spirit of the enduring body. The spirit of the ideal body transforms a war mind, granting him damage reduction 1/-. At 6th level, his damage reduction improves to 2/-. At 9th level, his damage reduction improves to 3/-.

Sweeping Strike (Ex): At 5th level, a war mind gains the ability to make great, sweeping swings with a melee weapon. On each melee attack a war mind makes, he can choose squares he threatens that are adjacent to each other, and his attacks apply to creatures in those two squares equally. A war mind can use this ability on any attack, even an attack of opportunity or a cleave attempt.

A war mind cannot use this ability if he has moved more than 10 feet since the end of his last turn. If a war mind drops one or both of his foes with a sweeping strike, he can attempt a cleave normally; however, he makes only one cleave attempt per sweeping strike, even if he drops more than one foe.

Chain of Overwhelming Force (Su): At 10th level, a war mind learns the fourth principle of warfare for the individual combatant: to discover the underlying violence of the world and deliver it in a perfectly executed attack.

The war mind taps into this underlying energy and apply it to a single attack, dealing an extra 10d6 points of damage. A war mind can use this power once per day. Activating this power is a free action. If the attack misses, the power is wasted.

PSIONIC SKILLS

SKILL DESCRIPTIONS

The skills below relate to the use of psionics. In addition to three new skills (Autohypnosis, Psicraft, and Use Psionic Device), a new category is provided for the Knowledge skill, and new uses are given for Concentration.

Table: Skill Synergies

5 or more ranks in . . .	Gives a +2 bonus on . . .
Autohypnosis	Knowledge (psionics) checks
Concentration	Autohypnosis checks
Knowledge (psionics)	Psicraft
Psicraft	Use Psionic Device checks involving power stones
Use Psionic Device	Psicraft checks to address power stones

AUTOHYPNOSIS (WIS; TRAINED ONLY)

You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

Check: The DC and the effect of a successful check depend on the task you attempt.

Task	DC
Ignore caltrop wound	18
Memorize	15
Resist dying	20
Resist fear Fear effect	DC
Tolerate poison Poison's	DC
Willpower	20

Ignore Caltrop Wound: If you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Autohypnosis check removes this movement penalty. The wound doesn't go away—it is just ignored through self-persuasion.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

Resist Dying: You can attempt to subconsciously prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you can substitute a DC 15 Autohypnosis check for your d% roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points, however, as a result of the check). You can substitute this check for the d% roll in later rounds if you are initially unsuccessful.

Resist Fear: In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your autohypnosis check meets or beats the DC for the fear effect, you shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison: You can choose to substitute an Autohypnosis check for a saving throw against any standard poison's secondary damage or effect. This skill has no effect on the initial saving throw against poison.

Willpower: If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a normal action while at 0 hit points without taking 1 point of damage. You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to -1 hit points, as normal when disabled.

Action: None. Making an Autohypnosis check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, for memorize and willpower uses, though a success doesn't cancel the effects of a previous failure. No for the other uses.

Synergy: If you have 5 or more ranks in Autohypnosis, you get a +2 bonus on Knowledge (psionics) checks.

If you have 5 or more ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

CONCENTRATION (CON)

You are particularly good at focusing your mind.

The following are additional uses for the concentration skill.

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include manifesting a power, concentrating on an active power, directing a power, or using a psi-like ability.

If the Concentration check succeeds, you can continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power points are lost. If you were concentrating on an active power, the power ends as if you had ceased concentrating on it. If you were directing a power, the direction fails but the power remains active. If you were using a psi-like ability, that use of the ability is lost.

The table below summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to manifest a power, you must add the level of the power you are trying to manifest to the appropriate Concentration DC.

Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action. ²
10 + half of continuous damage last dealt	Taking continuous damage during the action. ³
15 + power level	Attempting to manifest a power without its display.
15	Entangled.
Distracting power's save DC	Distracted by nondamaging power. ⁴
20	Gain psionic focus.
20	Grappling or pinned. (You can manifest powers normally unless you fail your Concentration check.)
Distracting power's save DC	Weather caused by power ⁴

1 If you are trying to manifest, concentrate on, or direct a power when the distraction occurs, add the level of the power to the indicated DC.

2 Such as during the manifestation of a power with a manifesting time of 1 round or more. Also from an attack of opportunity or readied attack made in response to the power being manifested (for powers with a manifesting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).

3 Such as from standing in natural fire or lava.

4 If the power allows no save, use the save DC it would have if it did allow a save.

Gain Psionic Focus: Merely holding a reservoir of psionic power points in mind gives psionic characters a special energy. Psionic characters can put that energy to work without actually paying a power point cost—they can become psionically focused as a special use of the Concentration skill.

If you have 1 or more power points available, you can meditate to attempt to become psionically focused. The DC to become psionically focused is 20. Meditating is a full-round action that provokes attacks of opportunity. When you are psionically focused, you can expend your focus on any single Concentration check you make thereafter. When you expend your focus in this manner, your Concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your Concentration modifier is 15. You can also expend your focus to gain the benefit of a psionic feat—many psionic feats are activated in this way.

Once you are psionically focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in the case of elans), or until your power point reserve drops to 0.

Action: Usually none. In most cases, making a Concentration check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively). Meditating to gain psionic focus is a full-round action.

Try Again: Yes, though a success doesn't cancel the effects of a previous failure, such as the loss of the power points for a power being manifested or the disruption of a power being concentrated on.

Special: You can use Concentration to manifest a power or use a psi-like ability defensively, so as to avoid attacks of opportunity altogether. The DC of the check is 15 + the power's level. If the Concentration check succeeds, you can manifest normally without provoking any attacks of opportunity. If the Concentration check fails, the power also automatically fails and the power points are wasted, just as if your concentration had been disrupted by a distraction.

A character with the Combat Manifestation feat gets a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability while on the defensive or while grappling or pinned.

Synergy: If you have 5 or more ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

KNOWLEDGE (PSIONICS) (INT)

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. This entry specifically relates to the body of lore dealing with the phenomena of psionics in all its many manifestations.

Knowledge (psionics) covers ancient mysteries, psionic traditions, psychic symbols, cryptic phrases, astral constructs, and psionic races. You can use this skill to identify psionic monsters and their special powers or vulnerabilities.

Synergy: If you have 5 or more ranks in Knowledge (psionics), you get a +2 bonus on Psicraft checks.

If you have 5 or more ranks in Autohypnosis, you get a +2 bonus on Knowledge (psionics) checks.

Untrained: An untrained Knowledge (psionics) check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

PSICRAFT (INT; TRAINED ONLY)

Use this skill to identify powers as they are manifest or powers already in place.

Check: You can identify powers and psionic effects. The DCs for Psicraft checks relating to various tasks are summarized on the table below.

Psicraft DC	Task
15 + power level	Identify a power being manifested. (You must sense the power's display, or see some visible effect, to identify a power.) No action required. No retry.
15 + power level	When manifesting detect psionics, determine the discipline involved in the aura of a single item or creature you can see. (If the aura is not a power effect, the DC is 15 + 1/2 manifester level.) No action required.
15 + power level	Address a power stone to figure out what power or powers it contains.
20 + power level	Identify a power that's already in place and in effect. You must be able to see or detect the effects of the power. No action required. No retry.
20 + power level	Identify materials created or shaped by psionics, such as noting that a particular object was created using a metacreativity power. No action required. No retry.
25 + power level	After rolling a saving throw against a power targeted on you, determine what that power was. No action required. No retry.
25	Identify a psionic tattoo. Requires 1 minute. No retry.
20	Draw a diagram to enhance manifestation of psionic dimensional anchor on a summoned creature. Requires 10 minutes. No retry. The player does not see the result of this check.
30 or higher	Understand a strange or unique psionic effect, such as the effects of an outcrop of psionically resonant crystal. Time required varies. No retry.

Additionally, certain powers allow you to gain information about psionic effects, provided that you make a successful Psicraft check as detailed in the power description.

Action: Varies, as noted above.

Try Again: See above.

Special: A psion gains a +2 bonus on Psicraft checks when dealing with a power or effect from his discipline.

If you have the Psionic Affinity feat, you get a +2 bonus on Psicraft checks.

Synergy: If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Psionic Device checks related to power stones.

If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

USE PSIONIC DEVICE (CHA; TRAINED ONLY)

Use this skill to activate psionic devices, including power stones (chunks of crystal that store specific powers) and dorjes (slender crystal wands charged with several uses of the same power), that otherwise you could not activate.

Check: You can use this skill to address a power stone (to learn what powers are encoded on it) or to activate a psionic item. This skill lets you use a psionic item as if you had the manifesting ability or class features of another class, as if you were a different race, or as if you were a different alignment.

You make Use Psionic Device checks each time you activate a device such as a dorje. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant emulation checks once per hour. You must consciously choose what to emulate. That is, you must know what you are trying to emulate when you make an emulation check. The DCs for various tasks involving Use Psionic Device are summarized on the table below.

Use Psionic Device DC	Task
25	Activate blindly
25 + power level	Address a power stone
See text	Emulate an ability score
30	Emulate an alignment

20	Emulate a class feature
25	Emulate a race
20	Use a dorje
20 + manifester level	Use a power stone

Activate Blindly: Some psionic items are activated by special specific thoughts or conceptions. You can activate such items as if you were using the activation method, even if you're not and even if you don't know it. You do have to use something equivalent. You have to wave the item around or otherwise attempt to get it to activate. You get a special +2 bonus if you've activated the item at least once before.

If you fail the check by 10 or more, you suffer brainburn. This brainburn affects you in the same way as brainburn that can occur when you attempt to manifest a power from a power stone, except that the damage is 1d4 points per power level instead of 1d6. Brainburn damage from activating blindly is in addition to brainburn damage from manifesting a power from a power stone.

Address a Power Stone: Successfully addressing a power stone allows you to find out what power or powers it contains. Doing this requires 1 minute of concentration.

Emulate an Ability Score: To manifest a power from a power stone, you need a high ability score in the appropriate ability. Your effective ability score (appropriate to the class you're emulating when you try to manifest the power from the power stone) is your check result minus 15. If you already have a high enough score in the appropriate ability, you don't need to make this check.

Emulate an Alignment: Some psionic items have positive or negative effects based on your alignment. Use Psionic Device lets you use these items as if you were of an alignment of your choice. You can emulate only one alignment at a time.

Emulate a Class Feature: Sometimes you need to use a class feature to activate a psionic item. Your effective level in the emulated class equals your check result minus 20. This skill does not let you use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment as a separate check (see above).

Emulate a Race: Some psionic items work only for certain races, or work better for those of certain races. You can use such an item as if you were a race of your choice. You can emulate only one race at a time.

Use a Dorje: Normally, to use a dorje, you must have the dorje's power on your class power list. This use of the skill allows you to use a dorje as if you had a particular power on your class power list. This use of the skill applies to other power trigger psionic items, if applicable.

Use a Power Stone: Normally, to manifest a power from a power stone, you must have the power stone's power on your class power list. This use of the skill allows you to use a power stone as if you had a particular power on your class power list. The DC is equal to 20 + the manifester level of the power you are trying to manifest from the power stone. **Note:** Before you use a power stone, you must first have addressed it to determine what powers it contains. In addition, manifesting a power from a power stone requires a minimum score (10 + power level) in the appropriate ability. If you don't have a high enough score, you must emulate the ability score with a separate check (see above). This use of the skill applies to other power completion psionic items.

Action: None. The Use Psionic Device check is made as part of the action (if any) required to activate the psionic item.

Try Again: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, you can't try to activate it again for a day.

Special: You cannot take 10 with this skill.

You can't aid another on Use Psionic Device checks. Only the user of the item can attempt such a check.

A character with the Psionic Affinity feat gets a +2 bonus on Use Psionic Device checks.

Synergy: If you have 5 or more ranks in Psicraft, you get a +2 bonus on Use Magic Device checks related to power stones. If you have 5 or more ranks in Use Psionic Device, you get a +2 bonus on Psicraft checks to address power stones.

PSIONIC FEATS

Psionic feats are available only to characters and creatures with the ability to manifest powers. (In other words, they either have a power point reserve or have psi-like abilities.)

Because psionic feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as powers can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be dispelled; however, they do not function in areas where psionics is suppressed, such as a *null psionics field*. Leaving such an area immediately allows psionic feats to be used.

Many psionic feats can be used only when you are psionically focused; others require you to expend your psionic focus to gain their benefit. Expending your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it.

PSIONIC ITEM CREATION FEATS

Manifesters can use their personal power to create lasting psionic items. Doing so, however, is draining. A manifester must put a little of himself or herself into every psionic item he or she creates.

A psionic item creation feat lets a manifester create a psionic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

XP Cost: Power and energy that the manifester would normally keep is expended when making a psionic item. The experience point cost of using a psionic item creation feat equals 1/25 the cost of the item in gold pieces. A character cannot spend so much XP on an item that he or she loses a level. However, upon gaining enough XP to attain a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Raw Materials Cost: Creating a psionic item requires costly components, most of which are consumed in the process. The cost of these materials equals 1/2 the cost of the item.

Using a psionic item creation feat also requires access to a laboratory or psionic workshop, special tools, and other equipment. A character generally has access to what he or she needs unless unusual circumstances apply (such as if he's traveling far from home).

Time: The time to create a psionic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Craft Dorje, Imprint Stone, and Scribe Tattoo create items that directly reproduce the effects of powers, and the strength of these items depends on their manifester level—that is, a power from such an item has the strength it would have if manifested by a manifester of that level. Often, that is the minimum manifester level necessary to manifest the power.

(Randomly discovered items usually follow this rule.) However, when making such an item, the item's strength can be set higher than the minimum. Any time a character creates an item using a power augmented by spending additional power points, the character's effective manifester level for the purpose of calculating the item's cost increases by 1 for each 1 additional power point spent. (Augmentation is a feature of many powers that allows the power to be amplified in various ways if additional power points are spent.) All other level-dependent parameters of the power forged into the item are set according to the effective manifester level.

The price of psionic items (and thus the XP cost and the cost of the raw materials) depends on the level of the power and a character's manifester level. The character's manifester level must be high enough that the item creator can manifest the power at the chosen level. To find the final price in each case, multiply the character's manifester level by the power level, then multiply the result by a constant, as shown below.

Power Stones: Base price = power level x manifester level x 25 gp

Psionic Tattoos: Base price = power level x manifester level x 50 gp

Dorjes: Base price = power level x manifester level x 750 gp

Extra Costs: Any dorje, power stone, or psionic tattoo that stores a power with an XP cost also carries a commensurate cost. For psionic tattoos and power stones, the creator must pay the XP cost when creating the item. For a dorje, the creator must pay fifty times the XP cost.

Some psionic items similarly incur extra costs in XP, as noted in their descriptions.

METAPSIONIC FEATS

As a manifester's knowledge of psionics grows, he can learn to manifest powers in ways slightly different from how the powers were originally designed or learned. Of course, manifesting a power while using a metapsionic feat is more expensive than manifesting the power normally.

Manifesting Time: Powers manifested using metapsionic feats take the same time as manifesting the powers normally unless the feat description specifically says otherwise.

Manifestation Cost: To use a metapsionic feat, a psionic character must both expend his psionic focus (see the Concentration skill description) and pay an increased power point cost as given in the feat description.

Limits on Use: As with all powers, you cannot spend more power points on a power than your manifester level. Metapsionic feats merely let you manifest powers in different ways; they do not let you violate this rule.

Effects of Metapsionic Feats on a Power: In all ways, a metapsionic power operates at its original power level, even though it costs additional power points. The modifications to a power made by a metapsionic feat have only their noted effect on the power. A manifester can't use a metapsionic feat to alter a power being cast from a power stone, dorje, or other device.

Manifesting a power modified by the Quicken Power feat does not provoke attacks of opportunity.

Some metapsionic feats apply only to certain powers, as described in each specific feat entry.

Psionic Items and Metapsionic Powers: With the right psionic item creation feat, you can store a metapsionic power in a power stone, psionic tattoo, or dorje. Level limits for psionic tattoos apply to the power's higher metapsionic level.

A character doesn't need the appropriate metapsionic feat to activate an item in which a metapsionic power is stored, but does need the metapsionic feat to create such an item.

FEAT DESCRIPTIONS

These feat descriptions follow the standard format.

ALIGNED ATTACK [PSIONIC]

Your melee or ranged attack overcomes your opponent's alignment-based damage reduction and deals additional damage.

Prerequisite: Base attack bonus +6.

Benefit: When you take this feat, choose either chaos, good, evil or law. (Your choice must match one of your alignment components. Once you've made this alignment choice, it cannot be changed.)

To use this feat, you must expend your psionic focus. When you make a successful melee or ranged attack, you deal an extra 1d6 points of damage, and your attack is treated as either a good, evil, chaotic, or lawful attack (depending on your original choice) for the purpose of overcoming damage reduction.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

ANTIPSIONIC MAGIC [GENERAL]

Your spells are more potent when used against psionic characters and creatures.

Prerequisite: Spellcraft 5 ranks.

Benefit: You get a +2 bonus on caster level checks made to overcome a psionic creature's power resistance.

This bonus stacks with the bonus conferred by Spell Penetration and Greater Spell Penetration. Moreover, whenever a psionic creature attempts to dispel a spell you cast, it makes its manifester level check against a DC of 13 + its manifester level.

The benefits of this feat apply only to power resistance.

The bonus does not apply to spell resistance. This is an exception to the psionics-magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

AUTONOMOUS [GENERAL]

You have a knack for psionic self-sufficiency.

Benefit: You get a +2 bonus on all Autohypnosis checks and Knowledge (psionics) checks.

BODY FUEL [PSIONIC]

You can expand your power point total at the expense of your health.

Benefit: You can recover 2 power points by taking 1 point of ability burn damage to each of your three ability scores: Strength, Dexterity, and Constitution.

You can recover additional power points for a proportional cost to Strength, Dexterity, and Constitution. These recovered points are added to your power point reserve as if you had gained them by resting overnight.

Special: Only living creatures can use this feat. You can take advantage of this feat only while in your own body.

BOOST CONSTRUCT [PSIONIC]

Your astral constructs have more abilities.

Benefit: When you create an astral construct, you can give it one additional special ability from any menu that the construct currently has an ability from.

BURROWING POWER [METAPSIONIC]

Your powers sometimes bypass barriers.

Benefit: To use this feat, you must expend your psionic focus. You can attempt to manifest your powers against targets that are sheltered behind a wall or force effect. Your power briefly skips through the Astral Plane to bypass the barrier. The strength and thickness of the barrier determine your chance of success. To successfully bypass the barrier with your power, you make a Psicraft check against a DC equal to $10 + \text{hardness of the barrier} + 1 \text{ per foot of thickness}$ (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects (or a *wall of ectoplasm*). Force walls or *walls of ectoplasm* are assumed to have less than 1 foot of thickness unless noted otherwise. If a power requires line of sight (which includes most powers that affect a target or targets instead of an area), you cannot manifest it as a burrowing power unless you can somehow see the target, such as with *clairvoyant sense*. Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

CHAIN POWER [METAPSIONIC]

You can manifest powers that arc to hit other targets in addition to the primary target.

Benefit: To use this feat, you must expend your psionic focus. You can chain any power that affects a single target and that deals either acid, cold, electricity, fire, or sonic damage. After the primary target is struck, the power can arc to a number of secondary targets equal to your manifester level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down).

Each target gets to make a saving throw, if one is allowed by the power. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

CHAOTIC MIND [GENERAL]

The turbulence of your thoughts prevents others from gaining insight into your actions.

Prerequisite: Chaotic alignment, Cha 15.

Benefit: Creatures and characters who have an insight bonus on their attack rolls, an insight bonus to their Armor Class, or an insight bonus on skill checks or ability checks do not gain those bonuses against you.

The benefit of this feat applies only to insight bonuses gained from psionic powers and psi-like abilities. This is an exception to the psionics-magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

CLOAK DANCE [GENERAL]

You are skilled at using optical tricks to make yourself seem to be where you are not.

Prerequisites: Hide 10 ranks, Perform (dance) 2 ranks.

Benefit: You can take a move action to obscure your exact position. Until your next turn, you have concealment.

Alternatively, you can take a full-round action to entirely obscure your exact position. Until your next action, you have total concealment.

CLOSED MIND [GENERAL]

Your mind is better able to resist psionics than normal.

Benefit: You get a +2 bonus on all saving throws to resist powers.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics-magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

COMBAT MANIFESTATION [PSIONIC]

You are adept at manifesting powers in combat.

Benefit: You get a +4 bonus on Concentration checks made to manifest a power or use a psi-like ability while on the defensive or while you are grappling or pinned.

CRAFT COGNIZANCE CRYSTAL [ITEM CREATION]

You can create psionic *cognizance crystals* that store power points.

Prerequisite: Manifester level 3rd.

Benefit: You can create a *cognizance crystal*. Doing so takes one day for each 1,000 gp in its base price. The base price of a *cognizance crystal* is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000 gp. To create a *cognizance crystal*, you must spend 1/25 of its base price in XP and use up raw materials costing one-half its base price.

CRAFT DORJE [ITEM CREATION]

You can create slender crystal wands called dorjes than manifest powers when charges are expended.

Prerequisite: Manifester level 5th.

Benefit: You can create a dorje of any psionic power you know (barring exceptions, such as *bestow power*, as noted in a power's description). Crafting a dorje takes one day for each 1,000 gp in its base price. The base price of a dorje is its manifester level x the power level x 750 gp. To craft a dorje, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

A newly created dorje has 50 charges.

Any dorje that stores a power with an XP cost also carries a commensurate cost. In addition to the XP cost derived from the base price, you must pay fifty times the XP cost.

CRAFT PSICROWN [ITEM CREATION]

You can create psicrowns, which have multiple psionic effects.

Prerequisite: Manifester level 12th.

Benefit: You can create any psicrown whose prerequisites you meet. Crafting a psicrown takes one day for each 1,000 gp in its base price. To craft a psicrown, you must spend 1/25 of its base price in XP and use up raw materials costing one-half of its base price. Some psicrowns incur extra costs in XP as noted in their descriptions. These costs are in addition to those derived from the psicrown's base price.

CRAFT PSIONIC ARMS AND ARMOR [ITEM CREATION]

You can create psionic weapons, armor, and shields.

Prerequisite: Manifester level 5th.

Benefit: You can create any psionic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its psionic features. To enhance a weapon, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken psionic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enhance that item in the first place.

CRAFT PSIONIC CONSTRUCT [ITEM CREATION]

You can create golems and other psionic automatons that obey your orders.

Prerequisites: Craft Psionic Arms and Armor, Craft Universal Item.

Benefit: You can create any psionic construct whose prerequisites you meet. Creating a construct takes one day for each 1,000 gp in its base price. To create a construct, you must spend 1/25 of the construct's base price in XP and use up raw materials costing one-half of this price. A newly created construct has average hit points for its Hit Dice.

CRAFT UNIVERSAL ITEM [ITEM CREATION]

You can create universal psionic items.

Prerequisite: Manifester level 3rd.

Benefit: You can create any universal psionic item whose prerequisites you meet. Crafting a universal psionic item takes one day for each 1,000 gp in its base price. To craft a universal psionic item, you must spend 1/25 of the item's base price in XP and use up raw materials costing one-half of this price.

You can also mend a broken universal item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some universal items incur extra costs in XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

DEADLY PRECISION [GENERAL]

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dex 15, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

DEEP IMPACT [PSIONIC]

You can strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus. You can resolve your attack with a melee weapon as a touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

DELAY POWER [METAPSIONIC]

You can manifest powers that go off up to 5 rounds later.

Benefit: To use this feat, you must expend your psionic focus. You can manifest a power as a delayed power. A delayed power doesn't activate immediately. When you manifest the power, you choose one of three trigger mechanisms: (1) The power activates when you take a standard action to activate it; (2) It activates when a creature enters the area that the power will affect (only powers that affect areas can use this trigger condition); or (3) It activates on your turn after 5 rounds pass. If you choose one of the first two triggers and the conditions are not met within 5 rounds, the power activates automatically on the fifth round.

Only area and personal powers can be delayed.

Any decisions you would make about the delayed power, including attack rolls, designating targets, or determining or shaping an area, are decided when the power is manifested. Any effects resolved by those affected by the power, including saving throws, are decided when the delay period ends.

A delayed power can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of powers that can detect psionic effects.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

EMPOWER POWER [METAPSIONIC]

You can manifest powers to greater effect.

Benefit: To use this feat, you must expend your psionic focus.

You can empower a power. All variable, numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (multiply 1-1/2 times the damage total of the augmented power). Saving throws and opposed checks (such as the one you make when you manifest *dispel psionics*) are not affected, nor are powers without random variables.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

ENLARGE POWER [METAPSIONIC]

You can manifest powers farther than normal.

Benefit: To use this feat, you must expend your psionic focus. You can alter a power with a range of close, medium, or long to increase its range by 100%. An enlarged power with a range of close has a range of 50 feet + 5 feet per level, a medium-range power has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level. Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected.

Using this feat does not increase the power point cost of the power.

EXPANDED KNOWLEDGE [PSIONIC]

You learn another power.

Prerequisites: Manifester level 3rd.

Benefit: Add to your powers known one additional power of any level up to one level lower than the highest-level power you can manifest. You can choose any power, including powers from another discipline's list or even from another class's list.

Special: You can gain this feat multiple times. Each time, you learn one new power at any level up to one less than the highest-level power you can manifest.

EXTEND POWER [METAPSIONIC]

You can manifest powers that last longer than normal.

Benefit: To use this feat, you must expend your psionic focus.

You can manifest an extended power. An extended power lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this feat.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

FELL SHOT [PSIONIC]

You can strike your foe with a ranged weapon as if making a touch attack.

Prerequisite: Dex 13, Point Blank Shot, Psionic Shot, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus. You can resolve your ranged attack as a ranged touch attack. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

FOCUSED SUNDER [PSIONIC]

You can sense the stress points on others' weapons.

Prerequisite: Str 13, Power Attack, Improved Sunder.

Benefit: To use this feat, you must expend your psionic focus.

When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). Total hardness includes any magical or psionic enhancements possessed by the weapon that increase its hardness.

Special: You can also sense the stress points in any hard construction, such as wooden doors or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

FORCE OF WILL [GENERAL]

You are able to resist psionic attacks with extreme force of will.

Prerequisite: Iron Will.

Benefit: Once per round, when targeted by a psionic effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw to avoid the effect.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics-magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

GHOST ATTACK [PSIONIC]

Your deadly strikes against incorporeal foes always find their mark.

Prerequisite: Base attack bonus +3.

Benefit: You must be psionically focused to use this feat. When you make a melee attack or a ranged attack against an incorporeal creature, you can make two rolls to check for the miss chance. If either is successful, the attack is treated as if it were made with a ghost touch weapon for the purpose of affecting the creature. Your weapon or natural weapon actually appears to become briefly incorporeal as the attack is made.

GREATER MANYSHOT [GENERAL]

You are skilled at firing many arrows at once, even at different opponents.

Prerequisites: Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6.

Benefit: When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

Special: A fighter may select this feat as one of his fighter bonus feats.

GREATER POWER PENETRATION [PSIONIC]

Your powers are especially potent at breaking through power resistance.

Prerequisite: Power Penetration.

Benefit: To use this feat, you must expend your psionic focus. You get a +4 bonus on manifester level checks to overcome a creature's power resistance. This bonus stacks with the bonus from Power Penetration.

GREATER POWER SPECIALIZATION [PSIONIC]

You deal more damage with your powers.

Prerequisites: Power Specialization, Weapon Focus (ray), manifester level 12th.

Benefit: Your powers that deal damage deal an extra 2 points of damage. This damage stacks with other bonuses on damage rolls to powers, including the one from Power Specialization. The damage bonus applies only if the target or targets are within 30 feet.

GREATER PSIONIC ENDOWMENT [PSIONIC]

You can use meditation to focus your powers.

Prerequisite: Psionic Endowment.

Benefit: When you use the Psionic Endowment feat, you add +2 to the save DC of a power you manifest instead of +1.

GREATER PSIONIC FIST [PSIONIC]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13, Psionic Fist, base attack bonus +5.

Benefit: When you use the Psionic Fist feat, your unarmed attack or attack with a natural weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

GREATER PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot, Psionic Shot, base attack bonus +5.

Benefit: When you use the Psionic Shot feat, your ranged attack deals an extra 4d6 points of damage instead of an extra 2d6 points.

GREATER PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13, Psionic Weapon, base attack bonus +5.

Benefit: When you use the Psionic Weapon feat, your attack with a melee weapon deals an extra 4d6 points of damage instead of an extra 2d6 points.

HOSTILE MIND [GENERAL]

Your mind recoils violently against those who use psionics against you.

Prerequisite: Cha 15.

Benefit: Whenever you are subject to a power from the telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against a DC of $10 + 1/2$ your character level + your Charisma bonus or take 2d6 points of damage.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics-magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

IMPRINT STONE [ITEM CREATION]

You can create power stones to store psionic powers.

Prerequisite: Manifester level 1st.

Benefit: You can create a power stone of any power that you know. Encoding a power stone takes one day for each 1,000 gp in its base price. The base price of a power stone is the level of the stored power x its manifester level x 25 gp. To imprint a power stone, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Any power stone that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when encoding the stone.

IMPROVED PSICRYSTAL [PSIONIC]

You can upgrade your psicrystal.

Prerequisites: Psicrystal Affinity.

Benefit: You can implant another personality fragment in your psicrystal. You gain the benefits of both psicrystal personalities. Your psicrystal's personality adjusts and becomes a blend between all implanted personality fragments. From now on, when determining the abilities of your psicrystal, treat your manifester level as one higher than your normal manifester level.

Special: You can gain this feat multiple times. Each time, you implant a new personality fragment in your psicrystal, from which you derive the noted benefits, and you treat your level as one higher for the purpose of determining your psicrystal's abilities.

INQUISITOR [PSIONIC]

You know when others lie.

Prerequisite: Wis 13.

Benefit: To use this feat, you must expend your psionic focus.

You gain a +10 bonus on a Sense Motive check to oppose a Bluff check.

You must decide whether or not to use this feat prior to making a Sense Motive check. If your check fails, or if the opponent isn't lying, you still expend your psionic focus.

MAXIMIZE POWER [METAPSIONIC]

You can manifest powers to maximum effect.

Benefit: To use this feat, you must expend your psionic focus.

You can maximize a power. All variable, numeric effects of a power modified by this feat are maximized. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables.

Augmented powers can be maximized; a maximized augmented power deals the maximum damage (or cures the maximum hit points, and so on) of the augmented power.

An empowered and maximized power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

MENTAL LEAP [PSIONIC]

You can make amazing jumps.

Prerequisite: Str 13, Jump 5 ranks.

Benefit: To use this feat, you must expend your psionic focus. You gain a +10 bonus on a Jump check.

MENTAL RESISTANCE [GENERAL]

Your mind is armored against mental intrusion.

Prerequisite: Base Will save bonus +2.

Benefit: Against psionic attacks that do not employ an energy type to deal damage you gain damage reduction 3/-. In addition, when you are hit with ability damage (but not ability drain or ability burn damage) from a psionic attack, you take 3 points less than you would normally take.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics-magic transparency rule.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

METAMORPHIC TRANSFER [PSIONIC]

You can gain a supernatural ability of a metamorphed form.

Prerequisite: Wis 13, manifester level 5th.

Benefit: Each time you change your form, such as through the *metamorphosis* power, you gain one of the new form's supernatural abilities, if it has any.

You gain only three uses of the metamorphic ability per day, even if the creature into which you metamorph has a higher limit on uses (You are still subject to other restrictions on the use of the ability.) The save DC to resist a supernatural ability gained through Metamorphic Transfer (if it is an attack) is $10 + \text{your Cha modifier} + 1/2 \text{ your Hit Dice}$.

Normal: You cannot use the supernatural abilities of creatures whose form you assume.

Special: You can gain this feat multiple times. Each time, you can gain one additional supernatural ability.

MIND OVER BODY [GENERAL]

Your ability damage heals more rapidly.

Prerequisite: Con 13.

Benefit: You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to $1 + \text{your Constitution bonus}$.

Normal: You heal ability damage and ability burn damage at a rate of 1 point per day.

NARROW MIND [PSIONIC]

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your psionic focus even in the most turbulent situations.

Prerequisite: Wis 13.

Benefit: You gain a +4 bonus on Concentration checks you make to become psionically focused.

OPEN MINDED [GENERAL]

You are naturally able to reroute your memory, mind, and skill expertise.

Benefit: You immediately gain an extra 5 skill points. You spend these skill points as normal. If you spend them on a cross-class skills they count as 1/2 ranks. You cannot exceed the normal maximum ranks for your level in any skill.

Special: You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

OPPORTUNITY POWER [METAPSIONIC]

You can make power-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your psionic focus. When you make an attack of opportunity, you can use any power you know with a range of touch, if you have at least one hand free.

Manifesting this power is an immediate action.

You cannot use this feat with a touch power whose manifesting time is longer than 1 full-round action.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

Normal: Attacks of opportunity can be made only with melee weapons.

OVERCHANNEL [PSIONIC]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

POWER PENETRATION [PSIONIC]

Your powers are especially potent, breaking through power resistance more readily than normal.

Benefit: To use this feat, you must expend your psionic focus. You get a +4 bonus on manifester level checks made to overcome a creature's power resistance.

POWER SPECIALIZATION [PSIONIC]

You deal more damage with your powers.

Prerequisites: Weapon Focus (ray), manifester level 4th.

Benefit: With rays and ranged touch attack powers that deal damage, you deal an extra 2 points of damage. If you expend your psionic focus when you manifest a ray or a ranged touch attack power that deals damage, you add your key ability bonus to the damage (instead of adding 2).

PSICRYSTAL AFFINITY [PSIONIC]

You have created a psicrystal.

Prerequisites: Manifester level 1st.

Benefit: This feat allows you to gain a psicrystal.

PSICRYSTAL CONTAINMENT [PSIONIC]

Your psicrystal has advanced enough that it can hold a psionic focus that you store within it.

Prerequisites: Psicrystal Affinity, manifester level 3rd.

Benefit: You can spend a full-round action attempting to psionically focus your psicrystal. At any time when you need to expend your psionic focus, you can expend your psicrystal's psionic focus instead, as long as the crystal is within 5 feet of you. Psionically focusing your psicrystal works just like focusing yourself. The psicrystal cannot focus itself—only the owner can spend the time to focus the crystal.

PSIONIC AFFINITY [GENERAL]

You have a knack for psionic endeavors.

Benefit: You get a +2 bonus on all Psicraft checks and Use Psionic Device checks.

PSIONIC BODY [PSIONIC]

Your mind reinforces your body.

Benefit: When you take this feat, you gain 2 hit points for each psionic feat you have (including this one). Whenever you take a new psionic feat, you gain 2 more hit points.

PSIONIC CHARGE [PSIONIC]

You can charge in a crooked line.

Prerequisite: Dex 13, Speed of Thought.

Benefit: To use this feat, you must expend your psionic focus. When you charge, you can make one turn of up to 90 degrees during your movement. All other restrictions on charges still apply; for instance, you cannot pass through a square that blocks or slows movement, or that contains a creature. You must have line of sight to the opponent at the start of your turn.

PSIONIC DODGE [PSIONIC]

You are proficient at dodging blows.

Prerequisite: Dex 13, Dodge.

Benefit: You must be psionically focused to use this feat. You receive a +1 dodge bonus to your Armor Class. This bonus stacks with the bonus from the Dodge feat (but only applies on attacks made by the opponent you have designated).

PSIONIC ENDOWMENT [PSIONIC]

You can endow your manifestations with more concentrated focus.

Benefit: To use this feat, you must expend your psionic focus. You add 1 to the save DC of a power you manifest.

PSIONIC FIST [PSIONIC]

You can charge your unarmed strike or natural weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you must expend your psionic focus. Your unarmed strike or attack with a natural weapon deals an extra 2d6 points of damage.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

PSIONIC HOLE [GENERAL]

You are anathema to psionic creatures and characters.

Prerequisite: Con 15.

Benefit: When a foe strikes you in melee combat, the foe immediately loses its psionic focus, if any. Also, if you are the target of a power, the manifester of the power must spend an additional number of power points equal to your Wisdom bonus, or the power fails (all the power points spent on the power are still lost). This extra cost does not count toward the maximum power points a manifester can spend on a single power.

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

PSIONIC MEDITATION [PSIONIC]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Concentration 7 ranks.

Benefit: You can take a move action to become psionically focused.

Normal: A character without this feat must take a full-round action to become psionically focused.

PSIONIC SHOT [PSIONIC]

You can charge your ranged attacks with additional damage potential.

Prerequisite: Point Blank Shot.

Benefit: To use this feat, you must expend your psionic focus. Your ranged attack deals +2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

PSIONIC TALENT [PSIONIC]

You gain additional power points to supplement those you already had.

Prerequisite: Having a power point reserve.

Benefit: When you take this feat for the first time, you gain 2 power points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of power points you gain increases by 1.

PSIONIC WEAPON [PSIONIC]

You can charge your melee weapon with additional damage potential.

Prerequisite: Str 13.

Benefit: To use this feat, you must expend your psionic focus.

Your attack with a melee weapon deals an extra 2d6 points of damage. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

QUICKEN POWER [METAPSIONIC]

You can manifest a power with a moment's thought.

Benefit: To use this feat, you must expend your psionic focus. You can quicken a power. You can perform another action, even manifest another power, in the same round that you manifest a quickened power. You can manifest only one quickened power per round. A power whose manifesting time is longer than 1 round cannot be quickened.

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level. Manifesting a quickened power does not provoke attacks of opportunity.

RAPID METABOLISM [GENERAL]

Your wounds heal rapidly.

Prerequisite: Con 13.

Benefit: You naturally heal a number of hit points per day equal to the standard healing rate + double your Constitution bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

RECKLESS OFFENSE [GENERAL]

You can shift your focus from defense to offense.

Prerequisite: Base attack bonus +1.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of -4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

RETURN SHOT [PSIONIC]

You can return incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisite: Point Blank Shot, Psionic Shot, Fell Shot, base attack bonus +3.

Benefit: To use this feat, you must expend your psionic focus and have at least one hand free. Once per round when you would normally be hit by a projectile or a thrown weapon no more than one size category larger than your size, you can deflect the attack so that you take no damage from it. The attack is deflected back at your attacker, using the attack bonus of the original attack on you. You must be aware of the attack and not flat-footed. Attempting to return a shot is a free action.

Special: If you also have the Deflect Arrows feat, the deflected attack is made with the original attack bonus plus your Dexterity bonus.

SCRIBE TATTOO [ITEM CREATION]

You can create psionic tattoos, which store powers within their designs.

Prerequisite: Manifester level 3rd.

Benefit: You can create a psionic tattoo of any power of 3rd level or lower that you know and that targets one or more creatures. Scribing a psionic tattoo takes one day. When you create a psionic tattoo, you set the manifester level. The manifester level must be sufficient to manifest the power in question and no higher than your own level. The base price of a

psionic tattoo is its power level x its manifester level x 50 gp. To scribe a tattoo, you must spend 1/25 of this base price in XP and use up raw materials (special inks, masterwork needles, and so on) costing one-half of this base price. When you create a psionic tattoo, you make any choices that you would normally make when manifesting the power. When its wearer physically activates the tattoo, the wearer is the target of the power. Any psionic tattoo that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when creating the tattoo.

SIDESTEP CHARGE [PSIONIC]

You are skilled at dodging past charging opponents and taking advantage when they miss.

Prerequisite: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against charge attacks. If a charging opponent fails to make a successful attack against you, you gain an immediate attack of opportunity. This feat does not grant you more attacks of opportunity than you are normally allowed in a round. If you are flat-footed or otherwise denied your Dexterity bonus to Armor Class, you do not gain the benefit of this feat.

SPEED OF THOUGHT [PSIONIC]

The energy of your mind energizes the alacrity of your body.

Prerequisite: Wis 13.

Benefit: As long as you are psionically focused and not wearing heavy armor, you gain an insight bonus to your speed of 10 feet.

SPLIT PSIONIC RAY [METAPSIONIC]

You can affect two targets with a single ray.

Prerequisite: Any other metapsionic feat.

Benefit: To use this feat, you must expend your psionic focus. You can split psionic rays you manifest. The split ray affects any two targets that are both within the power's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take.

Using this feat increases the power point cost of the power by 2.

STAND STILL [GENERAL]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

TALENTED [PSIONIC]

You can overchannel powers with less cost to yourself.

Prerequisite: Overchannel.

Benefit: To use this feat, you must expend your psionic focus. When manifesting a power of 3rd level or lower, you do not take damage from overchanneling.

TWIN POWER [METAPSIONIC]

You can manifest a power simultaneously with another power just like it.

Benefit: To use this feat, you must expend your psionic focus. You can twin a power. Manifesting a power altered by this feat causes the power to take effect twice on the area or target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as duration, number of targets, and so on) are the same for both of the resulting powers. The target experiences all the effects of both powers individually and receives a saving throw (if applicable) for each. In some cases, such as a twinned *psionic charm*, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect).

Using this feat increases the power point cost of the power by 6. The power's total cost cannot exceed your manifester level.

UNAVOIDABLE STRIKE [PSIONIC]

You can make an unarmed strike or use a natural weapon against your foe as if delivering a touch attack.

Prerequisite: Str 13, Psionic Fist, base attack bonus +5.

Benefit: To use this feat, you must expend your psionic focus. You can resolve your unarmed strike or attack with a natural weapon as a touch attack.

You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

UNCONDITIONAL POWER [METAPSIONIC]

Disabling conditions do not hold you back.

Benefit: To use this feat, you must expend your psionic focus. Your mental strength is enough to overcome some otherwise disabling conditions. You can manifest an unconditional power when you are dazed, *confused*, nauseated, shaken, or stunned. Only personal powers and powers that affect your person can be manifested as unconditional powers.

Using this feat increases the power point cost of the power by 8. The power's total cost cannot exceed your manifester level.

UP THE WALLS [PSIONIC]

You can run on walls for brief distances.

Prerequisite: Wis 13.

Benefit: While you are psionically focused, you can take part of one of your move actions to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity as you move up the wall.

Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

WIDEN POWER [METAPSIONIC]

You can increase the area of your powers.

Benefit: To use this feat, you must expend your psionic focus. You can alter a burst, emanation, line, or spread-shaped power to increase its area. (Powers that do not have an area of one of these four sorts are not affected by this feat.) Any numeric measurements of the power's area increase by 100%.

Using this feat increases the power point cost of the power by 4. The power's total cost cannot exceed your manifester level.

WILD TALENT [GENERAL]

Your mind wakes to a previously unrealized talent for psionics.

Benefit: Your latent power of psionics flares to life, conferring upon you the designation of a psionic character. As a psionic character, you gain a reserve of 2 power points and can take psionic feats, metapsionic feats, and psionic item creation feats. You do not, however, gain the ability to manifest powers simply by virtue of having this feat.

WOUNDING ATTACK [PSIONIC]

Your vicious attacks wound your foe.

Prerequisite: Base attack bonus +8.

Benefit: To use this feat, you must expend your psionic focus. You can make an attack with such vicious force that you wound your opponent. A wound deals 1 point of Constitution damage to your foe in addition to the usual damage dealt. You must decide whether or not to use this feat prior to making an attack. If your attack misses, you still expend your psionic focus.

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PSIONIC POWERS OVERVIEW

Psionic powers spring from sentient minds. Even an undead creature or a being that has no physical form can create a reserve of inner strength necessary to manifest powers, as long as it has an Intelligence score of at least 1. Vermin possessed of a hive mind ability are an exception to this rule.

A psionic power is a one-time psionic effect. Psionic characters and creatures need not prepare their powers for use ahead of time. They either have sufficient power points to manifest a power or they do not.

A power is manifested when a psionic character pays its power point cost. Some psionic creatures automatically manifest powers, called psi-like abilities, without paying a power point cost. Other creatures pay power points to manifest their powers, just as characters do.

Each power has a specific effect. A power known to a psionic character can be used whenever he or she has power points to pay for it.

MANIFESTING POWERS

Psionic characters and creatures manifest powers. Whether they cost power points when manifest by a psionic character, or are manifested as psi-like abilities, powers' effects remain the same. The process of manifesting a power is akin to casting a spell, but with significant differences.

CHOOSING A POWER

First you must choose which power to manifest. You can select any power you know, provided you are capable of manifesting powers of that level or higher. To manifest a power, you must pay power points, which count against your daily total. You can manifest the same power multiple times if you have points left to pay for it.

CONCENTRATION

To manifest a power, you must concentrate. If something threatens to interrupt your concentration while you're manifesting a power, you must succeed on a Concentration check or lose the power points without manifesting the power. The more distracting the interruption and the higher the level of the power that you are trying to manifest, the higher the DC. (Higher-level powers require more mental effort.)

Injury: Getting hurt or being affected by hostile psionics while trying to manifest a power can break your concentration and ruin a power. If you take damage while trying to manifest a power, you must make a Concentration check (DC 10 + points of damage taken + the level of the power you're manifesting). The interrupting event strikes during manifestation if it occurs between when you start and when you complete manifesting a power (for a power with a manifesting time of 1 round or longer) or if it comes in response to your manifesting the power (such as an attack of opportunity provoked by the manifesting of the power or a contingent attack from a readied action).

If you are taking continuous damage half the damage is considered to take place while you are manifesting a power. You must make a Concentration check (DC 10 + 1/2 the damage that the continuous source last dealt + the level of the power you're manifesting).

If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you. Repeated damage does not count as continuous damage.

Power: If you are affected by a power while attempting to manifest a power of your own, you must make a Concentration check or lose the power you are manifesting. If the power affecting you deals damage, the Concentration DC is 10 + points of damage + the level of the power you're manifesting. If the power interferes with you or distracts you in some other way, the Concentration DC is the power's save DC + the level of the power you're manifesting. For a power with no saving throw, it's the DC that the power's saving throw would have if a save were allowed.

Grappling or Pinned: To manifest a power while grappling or pinned, you must make a Concentration check (DC 20 + the level of the power you're manifesting) or lose the power.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 10 + the level of the power you're manifesting) or lose the power.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 15 + the level of the power you're manifesting) or lose the power.

Violent Weather: If you are in a high wind carrying blinding rain or sleet, the DC is 5 + the level of the power you're manifesting. If you are in wind-driven hail, dust, or debris, the DC is 10 + the level of the power you're manifesting. In either

case, you lose the power if you fail the Concentration check. If the weather is caused by a power, use the rules in the Power subsection above.

Manifesting Powers on the Defensive: If you want to manifest a power without provoking attacks of opportunity, you need to dodge and weave. You must make a Concentration check (DC 15 + the level of the power you're manifesting) to succeed. You lose the power points without successful manifestation if you fail.

Entangled: If you want to manifest a power while entangled in a net or while affected by a power with similar effects you must make a DC 15 Concentration check to manifest the power. You lose the power if you fail.

MANIFESTER LEVEL

The variables of a power's effect often depend on its manifester level, which is equal to your psionic class level. A power that can be augmented for additional effect is also limited by your manifester level (you can't spend more power points on a power than your manifester level). See Augment under Descriptive Text, below.

You can manifest a power at a lower manifester level than normal, but the manifester level must be high enough for you to manifest the power in question, and all level-dependent features must be based on the same manifester level.

In the event that a class feature or other special ability provides an adjustment to your manifester level, this adjustment applies not only to all effects based on manifester level (such as range, duration, and augmentation potential) but also to your manifester level check to overcome your target's power resistance and to the manifester level used in dispel checks (both the dispel check and the DC of the check).

POWER FAILURE

If you try to manifest a power in conditions where the characteristics of the power (range, area, and so on) cannot be made to conform, the manifestation fails and the power points are wasted.

Powers also fail if your concentration is broken (see Concentration, above).

THE POWER'S RESULT

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a power entails.

SPECIAL POWER EFFECTS

Certain special features apply to all powers.

Attacks: Some powers refer to attacking. All offensive combat actions, even those that don't damage opponents, such as disarm and bull rush, are considered attacks. All powers that opponents can resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are considered attacks. *Astral construct* and similar powers are not considered attacks because the powers themselves don't harm anyone.

Bonus Types: Many powers give creatures bonuses to ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the power grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Psionic and Magical Effects, below). The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

Bringing Back the Dead: Of all the psionic powers, only *reality revision* has the ability to restore slain characters to life. When a living creature dies, its soul departs the body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Level Loss: The passage from life to death and back again is a wrenching journey for a being's soul. Consequently, any creature brought back to life usually loses one level of experience. The character's new experience point total is midway between the minimum needed for his or her new (reduced) level and the minimum needed for the next one. If the character was 1st level at the time of death, he or she loses 2 points of Constitution instead of losing a level. This level loss or Constitution loss cannot be repaired by any mortal means, even the spells *wish* or *miracle*. A revived character can regain a lost level by earning XP through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Constitution by improving his or her Constitution score when he or she attains a level that allows an ability score increase.

Preventing Revivation: Enemies can take steps to make it more difficult for a character to be returned from the dead.

Keeping the body prevents others from using a single manifestation of *reality revision* to restore the slain character to life.

Revivation Against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

COMBINING PSIONIC AND MAGICAL EFFECTS

The default rule for the interaction of psionics and magic is simple: Powers interact with spells and spells interact with powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. This is known as psionics-magic transparency.

Psionics-Magic Transparency: Though not explicitly called out in the spell descriptions or magic item descriptions, spells, spell-like abilities, and magic items that could potentially affect psionics do affect psionics.

When the rule about psionics-magic transparency is in effect, it has the following ramifications.

Spell resistance is effective against powers, using the same mechanics. Likewise, power resistance is effective against spells, using the same mechanics as spell resistance. If a creature has one kind of resistance, it is assumed to have the other. (The effects have similar ends despite having been brought about by different means.)

All spells that dispel magic have equal effect against powers of the same level using the same mechanics, and vice versa.

The spell *detect magic* detects powers, their number, and their strength and location within 3 rounds (though a Psicraft check is necessary to identify the discipline of the psionic aura).

Dead magic areas are also dead psionics areas.

Multiple Effects: Powers or psionic effects usually work as described no matter how many other powers, psionic effects, spells, or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a power does not affect the way another power or spell operates. Whenever a power has a specific effect on other powers or spells, the power description explains the effect (and vice versa for spells that affect powers). Several other general rules apply when powers, spells, magical effects, or psionic effects operate in the same place.

Stacking Effects: Powers that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different powers, or one from a power and one from a spell. You use whichever bonus gives you the better result.

Different Bonus Types: The bonuses or penalties from two different powers, or a power and a spell, stack if the effects are of different types. A bonus that isn't named (just a "+2 bonus" rather than a "+2 insight bonus") stacks with any bonus.

Same Effect More than Once in Different Strengths: In cases when two or more similar or identical effects are operating in the same area or on the same target, but at different strengths, only the best one applies. If one power or spell is dispelled or its duration runs out, the other power or spell remains in effect (assuming its duration has not yet expired).

Same Effect with Differing Results: The same power or spell can sometimes produce varying effects if applied to the same recipient more than once. The last effect in a series trumps the others. None of the previous spells or powers are actually removed or dispelled, but their effects become irrelevant while the final spell or power in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, a power can render another power irrelevant.

Multiple Mental Control Effects: Sometimes psionic or magical effects that establish mental control render one another irrelevant. Mental controls that don't remove the recipient's ability to act usually do not interfere with one another, though one may modify another. If a creature is under the control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Powers and Spells with Opposite Effects: Powers and spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some powers and spells negate or counter each other. This is a special effect that is noted in a power's or spell's description.

Instantaneous Effects: Two or more magical or psionic effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

POWERS AND POWER POINTS

Psionic characters manifest powers, which involve the direct manipulation of personal mental energy. These manipulations require natural talent and personal meditation. A psionic character's level limits the number of power points available to manifest powers. A psionic character's relevant high score might allow him to gain extra power points. He can manifest the same power more than once, but each manifestation subtracts power points from his daily limit. Manifesting a power is an arduous mental task. To do so, a psionic character must have a key ability score of at least 10 + the power's level.

Daily Power Point Acquisition: To regain used daily power points, a psionic character must have a clear mind. To clear his mind, he must first sleep for 8 hours. The character does not have to slumber for every minute of the time, but he must refrain from movement, combat, manifesting powers, skill use, conversation, or any other demanding physical or mental task during the rest period. If his rest is interrupted, each interruption adds 1 hour to the total amount of time he has to rest to clear his mind, and he must have at least 1 hour of rest immediately prior to regaining lost power points. If the character does not need to sleep for some reason, he still must have 8 hours of restful calm before regaining power points.

Recent Manifesting Limit/Rest Interruptions: If a psionic character has manifested powers recently, the drain on his resources reduces his capacity to regain power points. When he regains power points for the coming day, all power points he has used within the last 8 hours count against his daily limit.

Peaceful Environment: To regain power points, a psionic character must have enough peace, quiet, and comfort to allow for proper concentration. The psionic character's surroundings need not be luxurious, but they must be free from overt distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might incur while concentrating on regaining power points.

Regaining Power Points: Once the character has rested in a suitable environment, it takes only an act of concentration spanning 1 full round to regain all power points of the psionic character's daily limit.

Death and Power Points: If a character dies, all daily power points stored in his mind are wiped away. A potent effect (such as *reality revision*) can recover the lost power points when it recovers the character.

ADDING POWERS

Psionic characters can learn new powers when they attain a new level. A psion can learn any power from the psion/wilder list and powers from his chosen discipline's list. A wilder can learn any power from the psion/wilder list. A psychic warrior can learn any power from the psychic warrior list.

Powers Gained at a New Level: Psions and other psionic characters perform a certain amount of personal meditation between adventures in an attempt to unlock latent mental abilities. Each time a psionic character attains a new level, he or she learns additional powers according to his class description. Psions, psychic warriors, and wilders learn new powers of their choice in this fashion. These powers represent abilities unlocked from latency. The powers must be of levels the characters can manifest.

Independent Research: A psion also can research a power independently, duplicating an existing power or creating an entirely new one. If characters are allowed to develop new powers, use these guidelines to handle the situation. Any kind of manifestor can create a new power. The research involved requires access to a retreat conducive to uninterrupted meditation. Research involves an expenditure of 200 XP per week and takes one week per level of the power. At the end of that time, the character makes a Psicraft check (DC 10 + spell level). If that check succeeds, the character learns the new power if her research produced a viable power. If the check fails, the character must go through the research process again if she wants to keep trying.

Manifest an Unknown Power from Another's Powers Known

A psionic character can attempt to manifest a power from a source other than his own knowledge (usually a power stone or another willing psionic character). To do so, the character must first make contact (a process similar to addressing a power stone, requiring a Psicraft check against a DC of 15+ the level of the power to be manifested). A psionic character can make contact with only a willing psionic character or creature (unconscious creatures are considered willing, but not psionic characters under the effects of other immobilizing conditions). Characters who can't use power stones for any reason are also banned from attempting to manifest powers from the knowledge of other psionic characters. Mental contact requires 1 full round of physical contact, which can provoke attacks of opportunity. Once contact is achieved, the character becomes aware of all the powers stored in the power stone or all the powers the other character knows up to the highest level of power the contactor knows himself.

Next, the psionic character must choose one of the powers and make a second Psicraft check (DC 15 + the power's level) to see if he understands it. If the power is not on his class list, he automatically fails this check.

Upon successfully making contact with another willing psionic character or creature and learning what he can of one power in particular, the character can immediately attempt to manifest that power even if he doesn't know it (and assuming he has power points left for the day). He can attempt to manifest the power normally on his next turn, and he succeeds if he makes one additional Psicraft check (DC 15 + the power's level). He retains the ability to manifest the selected power for only 1 round. If he doesn't manifest the power, fails the Psicraft check, or manifests a different power, he loses his chance to manifest that power for the day.

USING STORED POWER POINTS

A variety of psionic items exist to store power points for later use, in particular a storage device called a *cognizance crystal*. Regardless of what sort of item stores the power points, all psionic characters must follow strict rules when tapping stored power points.

A Single Source: When using power points from a storage item to manifest a power, a psionic character may not pay the power's cost with power points from more than one source. He must either use an item, his own power point reserve, or some other discrete power point source to pay the manifestation cost.

Recharging: Most power point storage devices allow psionic characters to "recharge" the item with their own power points. Doing this depletes the character's power point reserve on a 1-for-1 basis as if he had manifested a power; however, those power points remain indefinitely stored. The opposite is not true—psionic characters may not use power points stored in a storage item to replenish their own power point reserves.

SPECIAL ABILITIES

Psionic creatures can create psionic effects without having levels in a psionic class (although they can take a psionic class to further enhance their abilities); such creatures have the psionic subtype.

Characters using dorjes, *cognizance crystals*, and other psionic items can also create psionic effects. In addition to existing spell-like and supernatural abilities, creatures can also have psi-like abilities. (Psionic creatures may also have extraordinary and natural abilities.)

Psi-Like Abilities (Ps): The manifestation of powers by a psionic character is considered a psi-like ability, as is the manifestation of powers by creatures without a psionic class (creatures with the psionic subtype, also simply called psionic creatures). Usually, a psionic creature's psi-like ability works just like the power of that name. A few psi-like abilities are unique; these are explained in the text where they are described.

Psi-like abilities have no verbal, somatic, or material components, nor do they require a focus or have an XP cost (even if the equivalent power has an XP cost). The user activates them mentally. Armor never affects a psi-like ability's use. A psi-like ability has a manifesting time of 1 standard action unless noted otherwise in the ability description. In all other ways, a psi-like ability functions just like a power. However, a psionic creature does not have to pay a psi-like ability's power point cost. Psi-like abilities are subject to power resistance and to being dispelled by *dispel psionics*. They do not function in areas where psionics is suppressed or negated.

Supernatural Abilities: Some creatures have psionic abilities that are considered supernatural. Psionic feats are also supernatural abilities. These abilities cannot be disrupted in combat, as powers can be, and do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be negated or dispelled; however, they do not function in areas where psionics is suppressed.

PSIONIC MALADIES

Ability Burn: This is a special form of ability damage that cannot be magically or psionically healed. It is caused by the use of certain psionic feats and powers. It returns only through natural healing.

Disease, Cascade Flu: Spread by brain moles and other vermin; injury; DC 13; incubation one day; damage psionic cascade. A psionic cascade is a loss of control over psionic abilities. Using power points becomes dangerous for a character infected by cascade flu, once the incubation period has run its course. Every time an afflicted character manifests a power, she must make a DC 16 Concentration check. On a failed check, a psionic cascade is triggered. The power operates normally, but during the following round, without the character's volition, two additional powers she knows manifest randomly, and their power cost is deducted from the character's reserve. During the next round, three additional powers manifest, and so on, until all the psionic character's power points are drained. Powers with a range of personal or touch always affect the diseased character. For other powers that affect targets, roll d%: On a 01–50 result, the power affects the diseased character, and 51–00 indicates that the power targets other creatures in the vicinity. Psionic creatures (those that manifest their powers without paying points) cascade until all the powers they know have manifested at least twice.

As with any disease, a psionic character who is injured or attacked by a creature carrying a disease or parasite, or who otherwise has contact with contaminated material, must make an immediate Fortitude save. On a success, the disease fails to gain a foothold. On a failure, the character takes damage (or incurs the specified effect) after the incubation period. Once per day afterward, the afflicted character must make a successful Fortitude save to avoid repeating the damage. Two successful saving throws in a row indicate she has fought off the disease.

Disease, Cerebral Parasites: Spread by contact with infected psionic creatures; contact; DC 15; incubation 1d4 days; damage 1d8 power points.

Cerebral parasites are tiny organisms, undetectable to normal sight. An afflicted character may not even know he carries the parasites—until he discovers he has fewer power points for the day than expected. Psionic creatures with cerebral parasites are limited to using each of their known powers only once per day (instead of freely manifesting them). See the note about diseases under Cascade Flu, above.

Negative Levels: Psionic characters can gain negative levels just like members of other character classes. A psionic character loses access to one power per negative level from the highest level of power he can manifest; he also loses a number of power points equal to the cost of that power. If two or more powers fit these criteria, the manifester decides which one becomes inaccessible. The lost power becomes available again as soon the negative level is removed, providing the manifester is capable of using it at that time. Lost power points also return.

POWER DESCRIPTIONS

The description of each power is presented in a standard format. Each category of information is explained and defined below.

NAME

The first line of every power description gives the name by which the power is generally known. A power might be known by other names in some locales, and specific manifesters might have names of their own for their powers.

DISCIPLINE (SUBDISCIPLINE)

Beneath the power name is a line giving the discipline (and the subdiscipline in parentheses, if appropriate) that the power belongs to.

Every power is associated with one of six disciplines. A discipline is a group of related powers that work in similar ways. Each of the disciplines is discussed below.

Clairsentience

Clairsentience powers enable you to learn secrets long forgotten, to glimpse the immediate future and predict the far future, to find hidden objects, and to know what is normally unknowable.

For the purpose of psionics—magic transparency, clairsentience powers are equivalent to powers of the divination school (thus, creatures immune to divination spells are also immune to clairsentience powers).

Many clairsentience powers have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the power.

Scrying: A power of the scrying subdiscipline creates an invisible sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This includes any powers or effects that target you, but not powers or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment. Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active power. Lead sheeting or psionic protection blocks scrying powers, and you sense that the power is so blocked.

Metacreativity

Metacreativity powers create objects, creatures, or some form of matter. Creatures you create usually, but not always, obey your commands.

A metacreativity power draws raw ectoplasm from the Astral Plane to create an object or creature in the place the psionic character designates (subject to the limits noted above). Objects created in this fashion are as solid and durable as normal objects, despite their originally diaphanous substance. Psionic creatures created with metacreativity powers are considered constructs, not outsiders.

A creature or object brought into being cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the power's range, but it does not have to remain within the range.

For the purpose of psionics—magic transparency, metacreativity powers are equivalent to powers of the conjuration school (thus, creatures immune to conjuration spells are also immune to metacreativity powers).

Creation: A power of the creation subdiscipline creates an object or creature in the place the manifester designates (subject to the limits noted above). If the power has a duration other than instantaneous, psionic energy holds the creation together, and when the power ends, the created creature or object vanishes without a trace, except for a thin film of glistening ectoplasm that quickly evaporates. If the power has an instantaneous duration, the created object or creature is merely assembled through psionics. It lasts indefinitely and does not depend on psionics for its existence.

Psychokinesis

Psychokinesis powers manipulate energy or tap the power of the mind to produce a desired end. Many of these powers produce spectacular effects above and beyond the power's standard display (see Display, below), such as moving, melting, transforming, or blasting a target. Psychokinesis powers can deal large amounts of damage.

For the purpose of psionics—magic transparency, psychokinesis powers are equivalent to powers of the evocation school (thus, creatures immune to evocation spells are also immune to psychokinesis powers).

Psychometabolism

Psychometabolism powers change the physical properties of some creature, thing, or condition.

For the purpose of psionics—magic transparency, psychometabolism powers are equivalent to powers of the transmutation school (thus, creatures immune to transmutation spells are also immune to psychometabolism powers).

Healing: Psychometabolism powers of the healing subdiscipline can remove damage from creatures. However, psionic healing usually falls short of divine magical healing, in direct comparisons.

Psychoportation

Psychoportation powers move the manifester, an object, or another creature through space and time.

For the purpose of psionics—magic transparency, psychoportation powers do not have an equivalent school.

Teleportation: A power of the teleportation subdiscipline transports one or more creatures or objects a great distance. The most potent of these powers can cross planar boundaries. Usually the transportation is one-way (unless otherwise noted) and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Telepathy

Telepathy powers can spy on and affect the minds of others, influencing or controlling their behavior.

Most telepathy powers are mind-affecting.

For the purpose of psionics—magic transparency, telepathy powers are equivalent to powers of the enchantment school (thus, creatures resistant to enchantment spells are equally resistant to telepathy powers).

Charm: A power of the charm subdiscipline changes the way the subject views you, typically making it see you as a good friend.

Compulsion: A power of the compulsion subdiscipline forces the subject to act in some manner or changes the way her mind works. Some compulsion powers determine the subject's actions or the effects on the subject, some allow you to determine the subject's actions when you manifest them, and others give you ongoing control over the subject.

[DESCRIPTOR]

Appearing on the same line as the discipline and subdiscipline (when applicable) is a descriptor that further categorizes the power in some way. Some powers have more than one descriptor.

The descriptors that apply to powers are acid, cold, death, electricity, evil, fire, force, good, language-dependent, light, mind-affecting, and sonic.

Most of these descriptors have no game effect by themselves, but they govern how the power interacts with other powers, with spells, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent power uses intelligible language as a medium.

A mind-affecting power works only against creatures with an Intelligence score of 1 or higher.

LEVEL

The next line of the power description gives a power's level, a number between 1 and 9 that defines the power's relative strength. This number is preceded by the name of the class whose members can manifest the power. If a power is part of a discipline's list instead of the psion's general power list, this will be indicated by the name of the discipline's specialist. The specialists a power can be associated with include Egoist (psychometabolism), Kineticist (psychokinesis), Nomad (psychoportation), Seer (clairsentience), Shaper (metacreativity), and Telepath (telepathy).

DISPLAY

When a power is manifested, a display may accompany the primary effect. This secondary effect may be auditory, material, mental, olfactory, or visual. No power's display is significant enough to create consequences for the psionic creatures, allies, or opponents during combat. The secondary effect for a power occurs only if the power's description indicates it. If multiple powers with similar displays are in effect simultaneously, the displays do not necessarily become more intense. Instead, the overall display remains much the same, though with minute spikes in intensity. A Psicraft check (DC 10 + 1 per additional power in use) reveals the exact number of simultaneous powers in play.

Dispense with Displays: Despite the fact that almost every power has a display, a psionic character can always choose to manifest the power without the flashy accompaniment. To manifest a power without any display (no matter how many displays it might have), a manifester must make a Concentration check (DC 15 + the level of the power). This check is part of the action of manifesting the power. If the check is unsuccessful, the power manifests normally with its display.

Even if a manifester manifests a power without a display, he is still subject to attacks of opportunity in appropriate circumstances. (Of course, another Concentration check can be made as normal to either manifest defensively or maintain the power if attacked.)

Auditory: A bass-pitched hum issues from the manifester's vicinity or in the vicinity of the power's subject (manifester's choice), eerily akin to many deep-pitched voices. The sound grows in a second from hardly noticeable to as loud as a shout strident enough to be heard within 100 feet. At the manifester's option, the instantaneous sound can be so soft that it can be heard only within 15 feet with a successful DC 10 Listen check. Some powers describe unique auditory displays.

Material: The subject or the area is briefly slicked with a translucent, shimmering substance. The glistening substance evaporates after 1 round regardless of the power's duration. Sophisticated psions recognize the material as ectoplasmic seepage from the Astral Plane; this substance is completely inert.

Mental: A subtle chime rings once in the minds of creatures within 15 feet of either the manifester or the subject (at the manifester's option). At the manifester's option, the chime can ring continuously for the power's duration. Some powers describe unique mental displays.

Olfactory: An odd but familiar odor brings to mind a brief mental flash of a long-buried memory. The scent is difficult to pin down, and no two individuals ever describe it the same way. The odor originates from the manifester and spreads to a distance of 20 feet, then fades in less than a second (or lasts for the duration, at the manifester's option).

Visual: The manifester's eyes burn like points of silver fire while the power remains in effect. A rainbow-flash of light sweeps away from the manifester to a distance of 5 feet and then dissipates, unless a unique visual display is described. This is the case when the Display entry includes "see text," which means that a visual effect is described somewhere in the text of the power.

MANIFESTING TIME

Most powers have a manifesting time of 1 standard action. Others take 1 round or more, while a few require only a free action.

A power that takes 1 round to manifest requires a full-round action. It comes into effect just before the beginning of your turn in the round after you began manifesting the power. You then act normally after the power is completed.

A power that takes 1 minute to manifest comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are manifesting a power as a full-round action, as noted above for 1-round manifesting times). These actions must be consecutive and uninterrupted, or the power points are lost and the power fails.

When you use a power that takes 1 round or longer to manifest, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the manifesting time is complete, the power points are lost and the power fails.

You make all pertinent decisions about a power (range, target, area, effect, version, and so forth) when the power comes into effect.

New Action Types

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve psionics or the activation of psionic items; many characters (especially those who don't use psionics) never have an opportunity to take a swift action.

Manifesting a quickened power is a swift action. In addition, manifesting any power with a casting time of 1 swift action is a swift action.

Manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

RANGE

A power's range indicates how far from you it can reach, as defined in the Range entry of the power description. A power's range is the maximum distance from you that the power's effect can occur, as well as the maximum distance at which you can designate the power's point of origin. If any portion of the area would extend beyond the range, that area is wasted. Standard ranges include the following.

Personal: The power affects only you.

Touch: You must touch a creature or object to affect it. A touch power that deals damage can score a critical hit just as a weapon can. A touch power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Some touch powers allow you to touch multiple targets. You can touch as many willing targets as you can reach, but all targets of the spell must be touched in the same round that you manifest the power.

Close: The power reaches as far as 25 feet away from you. The maximum range increases 5 feet for every two manifester levels you have.

Medium: The power reaches as far as 100 feet + 10 feet per manifester level.

Long: The power reaches as far as 400 feet + 40 feet per manifester level.

Range Expressed in Feet: Some powers have no standard range category, just a range expressed in feet.

AIMING A POWER

You must make some choice about whom the power is to affect or where the power's effect is to originate, depending on the type of power. The next entry in a power description defines the power's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some powers have a target or targets. You manifest these powers on creatures or objects, as defined by the power itself. You must be able to see or touch the target, and you must specifically choose that target. However, you do not have to select your target until you finish manifesting the power.

If you manifest a targeted power on the wrong type of target the power has no effect. If the target of a power is yourself (the power description has a line that reads "Target: You"), you do not receive a saving throw and power resistance does not apply. The Saving Throw and Power Resistance lines are omitted from such powers.

Some powers can be manifested only on willing targets. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing. The Saving Throw and Power Resistance lines are usually omitted from such powers, since only willing subjects can be targeted.

Effect: Some powers, such as most metacreativity powers, create things rather than affect things that are already present. Unless otherwise noted in the power description, you must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile, it can move regardless of the power's range once created.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted power. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray power has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists. If a ray power deals damage, you can score a critical hit just as if it were a weapon. A ray power threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread: Some effects spread out from a point of origin (which may be a grid intersection, or may be the manifester) to a distance described in the power. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the effect may take. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect (unless the effect is centered on you), but you need not have line of effect (see below) to all portions of the effect.

(S) Shapeable: If an Effect line ends with "(S)" you can shape the power. A shaped effect can have no dimension smaller than 10 feet.

Area: Some powers affect an area. Sometimes a power description specifies a specially defined area, but usually an area falls into one of the categories defined below.

Regardless of the shape of the area, you select the point where the power originates, but otherwise you usually don't control which creatures or objects the power affects. The point of origin of a power that affects an area is always a grid intersection. When determining whether a given creature is within the area of a power, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can count diagonally across a square, but every second diagonal counts as 2 squares of distance. If the far edge of a square is within the power's area, anything within that square is within the power's area. If the power's area touches only the near edge of a square, however, anything within that square is unaffected by the power.

Burst, Emanation, or Spread: Most powers that affect an area function as a burst, an emanation, or a spread. In each case, you select the power's point of origin and measure its effect from that point. A burst power affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst powers are specifically described as cone-shaped.

A burst's area defines how far from the point of origin the power's effect extends.

An emanation power functions like a burst power, except that the effect continues to radiate from the point of origin for the duration of the power.

A spread power spreads out like a burst but can turn corners. You select the point of origin, and the power spreads out a given distance in all directions. Figure the area the power effect fills by taking into account any turns the effect takes.

Cone, Line, or Sphere: Most powers that affect an area have a particular shape, such as a cone, line, or sphere. A cone-shaped power shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

A line-shaped power shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped power affects all creatures in squares that the line passes through or touches.

A sphere-shaped power expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Other: A power can have a unique area, as defined in its description.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a power can affect. A solid barrier cancels a line of effect, but it is not blocked by fog, darkness, and other factors that limit normal sight. You must have a clear line of effect to any target that you manifest a power on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any power you manifest.

A burst, cone, or emanation power affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, or an emanation's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a power's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for the purpose of determining a power's line of effect.

DURATION

A power's Duration line tells you how long the psionic energy of the power lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the psionic energy sustaining the effect fades, and the power ends. If a power's duration is variable it is rolled secretly.

Instantaneous: The psionic energy comes and goes the instant the power is manifested, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the power is vulnerable to *dispel psionics*.

Concentration: The power lasts as long as you concentrate on it. Concentrating to maintain a power is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when manifesting a power can also break your concentration while you're maintaining one, causing the power to end. You can't manifest a power while concentrating on another one. Some powers may last for a short time after you cease concentrating. In such a case, the power keeps going for the given length of time after you stop concentrating, but no longer. Otherwise, you must concentrate to maintain the power, but you can't maintain it for more than a stated duration in any event. If a target moves out of range, the power reacts as if your concentration had been broken.

Subjects, Effects, and Areas: If the power affects creatures directly the result travels with the subjects for the power's duration. If the power creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the power affects an area then the power stays with that area for its duration. Creatures become subject to the power when they enter the area and are no longer subject to it when they leave.

Touch Powers and Holding the Charge: In most cases, if you don't discharge a touch power on the round you manifest it, you can hold the charge (postpone the discharge of the power) indefinitely. You can make touch attacks round after round. If you touch anything with your hand while holding a charge, the power discharges. If you manifest another power, the touch power dissipates.

Some touch powers allow you to touch multiple targets as part of the power. You can't hold the charge of such a power; you must touch all the targets of the power in the same round that you finish manifesting the power. You can touch one friend (or yourself) as a standard action or as many as six friends as a full round action.

Discharge: Occasionally a power lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the power at will. You must be within range of the power's effect and must mentally will the dismissal, which causes the same display as when you first manifested the power. Dismissing a power is a standard action that does not provoke attacks of opportunity. A power that depends on concentration is dismissible by its very nature, and dismissing it does not take an action or cause a display, since all you have to do to end the power is to stop concentrating on your turn.

SAVING THROW

Usually a harmful power allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw line in a power description defines which type of saving throw the power allows and describes how saving throws against the power work.

Negates: The power has no effect on a subject that makes a successful saving throw.

Partial: The power causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

Half: The power deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

(object): The power can be manifested on objects, which receive saving throws only if they are psionic or if they are attended (held, worn, grasped, or the like) by a creature resisting the power, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a power can be manifested only on objects. Some powers of this sort can be manifested on creatures or objects.) A psionic item's saving throw bonuses are each equal to 2 + one-half the item's manifester level.

(harmless): The power is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class: A saving throw against your power has a DC 10 + the level of the power + your key ability modifier (Intelligence for a psion, Wisdom for a psychic warrior, or Charisma for a wilder). A power's level can vary depending on your class. Always use the power level applicable to your class.

Succeeding on a Saving Throw: A creature that successfully saves against a power that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted power you sense that the power has failed. You do not sense when creatures succeed on saves against effect and area powers.

Failing a Saving Throw against Mind-Affecting Powers: If you fail your save, you are unaware that you have been affected by a power.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the power may deal damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a power's result. Even a character with a special resistance to psionics can suppress this quality.

Items Surviving after a Saving Throw: Unless the descriptive text for the power specifies otherwise, all items carried or worn by a creature are assumed to survive a psionic attack. If a creature rolls a natural 1 on its saving throw against the effect, however, an exposed item is harmed (if the attack can harm objects). Refer to Table: Items Affected by Psionic Attacks.

Determine which four objects carried or worn by the creature are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form or take whatever damage the attack deals.

Table: Items Affected by Psionic Attacks

Order ¹	Item
1st	Shield
2nd	Armor
3rd	Psionic or magic helmet, or psicrown
4th	Item in hand (including weapon, dorje, or the like)
5th	Psionic or magic cloak
6th	Stowed or sheathed weapon
7th	Psionic or magic bracers
8th	Psionic or magic clothing
9th	Psionic or magic jewelry (including rings)
10th	Anything else

1 In order of most likely to least likely to be affected.

POWER RESISTANCE

Power resistance is a special defensive ability. If your power is being resisted by a creature with power resistance, you must make a manifester level check (d20 + manifester level) at least equal to the creature's power resistance for the power to affect that creature. The defender's power resistance functions like an Armor Class against psionic attacks. Spell resistance is equivalent to power resistance unless the Psionics Is Different option is in use. Include any adjustments to your manifester level on this manifester level check.

The Power Resistance line and the descriptive text of a power description tell you whether power resistance protects creatures from the power. In many cases, power resistance applies only when a resistant creature is targeted by the power, not when a resistant creature encounters a power that is already in place.

The terms “object” and “harmless” mean the same thing for power resistance as they do for saving throws. A creature with power resistance must voluntarily lower the resistance (a standard action) to be affected by a power noted as harmless. In such a case, you do not need to make the manifester level check described above.

POWER POINTS

All powers have a Power Points line, indicating the power’s cost.

The psionic character class tables show how many power points a character has access to each day, depending on level.

A power’s cost is determined by its level, as shown below. Every power’s cost is noted in its description for ease of reference.

Table: Power Points by Power Level

Power Level	1	2	3	4	5	6	7	8	9
Power Point Cost	1	3	5	7	9	11	13	1	17

Power Point Limit: Some powers allow you to spend more than their base cost to achieve an improved effect, or augment the power. The maximum number of points you can spend on a power (for any reason) is equal to your manifester level.

XP Cost (XP): On the same line that the power point cost of a power is indicated, the power’s experience point cost, if any, is noted. Particularly powerful effects entail an experience point cost to you. No spell or power can restore XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot manifest a power with an XP cost unless you have enough XP to spare. However, you can, on gaining enough XP to attain a new level, use those XP for manifesting a power rather than keeping them and advancing a level. The XP are expended when you manifest the power, whether or not the manifestation succeeds.

DESCRIPTIVE TEXT

This portion of a power description details what the power does and how it works. If one of the previous lines in the description included “see text,” this is where the explanation is found. If the power you’re reading about is based on another power you might have to refer to a different power for the “see text” information. If a power is the equivalent of a spell an entry of “see spell text” directs you to the appropriate spell description.

Augment: Many powers have variable effects based on the number of power points you spend when you manifest them. The more points spent, the more powerful the manifestation. How this extra expenditure affects a power is specific to the power. Some augmentations allow you to increase the number of damage dice, while others extend a power’s duration or modify a power in unique ways. Each power that can be augmented includes an entry giving how many power points it costs to augment and the effects of doing so. However, you can spend only a total number of points on a power equal to your manifester level.

Augmenting a power takes place as part of another action (manifesting a power). Unless otherwise noted in the Augment section of an individual power description, you can augment a power only at the time you manifest it.

POWER LIST

An ^A appearing at the end of a power's name in the power lists denotes an augmentable power. An ^X denotes a power with an XP component paid by the manifester.

Power Chains: Some powers reference other powers that they are based upon. Only information in a power later in the power chain that is different from the base power is covered in the power being described. Header entries and other information that are the same as the base power are not repeated. The same holds true for powers that are the equivalents of spells, only the way the power varies from the spell is noted, such as power point cost.

Order of Presentation: In the power lists and the power descriptions that follow them, the powers are presented in alphabetical order by name—except for those belonging to certain power chains and those that are psionic equivalents of spells. When a power's name begins with “lesser,” “greater,” “mass,” or a similar kind of qualifier, the power description is alphabetized under the second word of the power description instead. When the effect of a power is essentially the same as that of a spell, the power's name is simply “Psionic” followed by the name of the spell, and it is alphabetized according to the spell name.

Manifester Level: A power's effect often depends on the manifester level, which is the manifester's psionic class level. A creature with no classes has a manifester level equal to its Hit Dice unless otherwise specified. The word “level” in the power lists always refers to manifester level.

Creatures and Characters: “Creatures” and “characters” are used synonymously in the power descriptions.

Augment: Many powers vary in strength depending on how many power points you put into them. The more power points you spend, the more powerful the manifestation. However, you can spend only a total number of points on a power equal to your manifester level, unless you have an ability that increases your effective manifester level.

Many powers can be augmented in more than one way. When the Augment section contains numbered paragraphs, you need to spend power points separately for each of the numbered options. When a paragraph in the Augment section begins with “In addition,” you gain the indicated benefit according to how many power points you have already decided to spend on manifesting the power.

PSION/WILDER POWERS

1ST-LEVEL PSION/WILDER POWERS

Astral Traveler: Enable yourself or another to join an *astral caravan*-enabled trip.

Attraction^A: Subject has an attraction you specify.

Bolt^A: You create a few enhanced short-lived bolts, arrows, or bullets.

Call to Mind: Gain additional Knowledge check with +4 competence bonus.

Catfall^A: Instantly save yourself from a fall.

Conceal Thoughts: You conceal your motives.

Control Flames^A: Take control of nearby open flame.

Control Light: Adjust ambient light levels.

Create Sound: Create the sound you desire.

Crystal Shard^A: Ranged touch attack for 1d6 points of piercing damage.

Daze, Psionic^A: Humanoid creature of 4 HD or less loses next action.

Deceleration^A: Target's speed is halved.

Déjà Vu^A: Your target repeats his last action.

Demoralize^A: Enemies become shaken.

Detect Psionics: You detect the presence of psionics.

Disable^A: Subjects incorrectly believe they are disabled.

Dissipating Touch^A: Touch deals 1d6 damage.

Distract: Target gets -4 bonus on Listen, Search, Sense Motive, and Spot checks.

Ecto Protection^A: An astral construct gains bonus against *dismiss ectoplasm*.

Empathy^A: You know the subject's surface emotions.

Empty Mind^A: You gain +2 on Will saves until your next action.

Energy Ray^A: Deal 1d6 energy (cold, electricity, fire, or sonic) damage.

Entangling Ectoplasm: You entangle a foe in sticky goo.

Far Hand^A: Move small objects at a limited distance.

Float^A: You buoy yourself in water or other liquid.

Force Screen^A: Invisible disc provides +4 shield bonus to AC.

Grease, Psionic: Makes 10-ft. square or one object slippery.

Hammer^A: Melee touch attack deals 1d8/round.

Inertial Armor^A: Tangible field of force provides you with +4 armor bonus to AC.

Know Direction and Location: You discover where you are and what direction you face.

Matter Agitation: You heat a creature or object.

Mind Thrust^A: Deal 1d10 damage.

Missive^A: Send a one-way telepathic message to subject.

My Light^A: Your eyes emit 20-ft. cone of light.

Precognition, Defensive^A: Gain +1 insight bonus to AC and saving throws.

Precognitionion, Offensive^A: Gain +1 insight bonus on your attack rolls.

Prescience, Offensive^A: Gain +2 insight bonus on your damage rolls.

Sense Link^A: You sense what the subject senses (single sense).

Skate: Subject slides skillfully along the ground.

Synesthete: You receive one kind of sense when another sense is stimulated.

Telempathic Projection: Alter the subject's mood.

Vigor^A: Gain 5 temporary hit points.

2ND-LEVEL PSION/WILDER POWERS

Bestow Power^A: Subject receives 2 power points.

Biofeedback^A: Gain damage reduction 2/-.

Body Equilibrium: You can walk on nonsolid surfaces.

Cloud Mind: You erase knowledge of your presence from target's mind.

Concealing Amorpha: Quasi-real membrane grants you concealment.

Concussion Blast^A: Deal 1d6 force damage to target.

Control Sound: Create very specific sounds.

Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.

Ego Whip^A: Deal 1d4 Cha damage and daze for 1 round.

Elfsight: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.

Energy Adaptation, Specified^A: Gain resistance 10 against one energy type.

Energy Push^A: Deal 2d6 damage and knock subject back.

Energy Stun^A: Deal 1d6 damage and stun target if it fails both saves.

Feat Leech^A: Borrow another's psionic or metapsionic feats.

Id Insinuation^A: Swift tendrils of thought disrupt and confuse your target.

Identify, Psionic: Learn the properties of a psionic item.

Inflict Pain^A: Telepathic stab gives your foe -4 on attack rolls, or -2 if he makes the save.

Knock, Psionic: Opens locked or psionically sealed door.

Levitate, Psionic: You move up and down, forward and back via mental support.

Mental Disruption^A: Daze creatures within 10 feet for 1 round.

Missive, Mass^A: You send a one-way telepathic message to an area.

Psionic Lock: Secure a door, chest, or portal.

Recall Agony^A: Foe takes 2d6 damage.

Sense Link, Forced: Sense what subject senses.

Share Pain: Willing subject takes some of your damage.

Sustenance: Go without food and water for one day.

Swarm of Crystals^A: Crystal shards are sprayed forth doing 3d4 slashing damage.

Thought Shield^A: Gain PR 13 against mind-affecting powers.

Tongues, Psionic: You can communicate with intelligent creatures.

3RD-LEVEL PSION/WILDER POWERS

Body Adjustment^A: You heal 1d12 damage.

Body Purification^A: You restore 2 points of ability damage.

Danger Sense^A: You gain +4 bonus against traps.

Darkvision, Psionic: See 60 ft. in total darkness.

Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.

Dispel Psionics^A: Cancels psionic powers and effects.

Energy Bolt^A: Deal 5d6 energy damage in 120-ft. line.

Energy Burst^A: Deal 5d6 energy damage in 40-ft. burst.

Energy Retort^A: Ectoburst of energy automatically targets your attacker for 4d6 damage once each round.

Energy Wall: Create wall of your chosen energy type.

Eradicate Invisibility^A: Negate invisibility in 50-ft. burst.

Keen Edge, Psionic: Doubles normal weapon's threat range.

Mental Barrier^A: Gain +4 deflection bonus to AC until your next action.

Mind Trap^A: Drain 1d6 power points from anyone who attacks you with a telepathy power.

Psionic Blast: Stun creatures in 30-ft. cone for 1 round.

Share Pain, Forced^A: Unwilling subject takes some of your damage.

Solicit Psicrystal^A: Your psicrystal takes over your concentration power.

Telekinetic Force^A: Move an object with the sustained force of your mind.

Telekinetic Thrust^A: Hurl objects with the force of your mind.

Time Hop^A: Subject hops forward in time 1 round/level.

Touchsight^A: Your telekinetic field tells you where everything is.

Ubiquitous Vision: You have all-around vision.

4TH-LEVEL PSION/WILDER POWERS

Aura Sight^A: Reveals creatures, objects, powers, or spells of selected alignment axis.

Correspond: Hold mental conversation with another creature at any distance.

Death Urge^A: Implant a self-destructive compulsion.

Detect Remote Viewing: You know when others spy on you remotely.

Dimension Door, Psionic: Teleports you short distance.

Divination, Psionic: Provides useful advice for specific proposed action.

Empathic Feedback^A: When you are hit in melee, your attacker takes damage.

Energy Adaptation^A: Your body converts energy to harmless light.

Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.

Intellect Fortress^A: Those inside fortress take only half damage from all powers and psi-like abilities until your next action.

Mindwipe^A: Subject's recent experiences wiped away, bestowing negative levels.

Personality Parasite: Subject's mind calves self-antagonistic splinter personality for 1 round/level.

Power Leech: Drain 1d6 power points/round while you maintain concentration; you gain 1/round.

Psychic Reformation^X: Subject can choose skills, feats, and powers anew for previous levels.

Telekinetic Maneuver^A: Telekinetically bull rush, disarm, grapple, or trip your target.

Trace Teleport^A: Learn destination of subject's *teleport*.

Wall of Ectoplasm: You create a protective barrier.

5TH-LEVEL PSION/WILDER POWERS

Adapt Body: Your body automatically adapts to hostile environments.

Catapsi^A: Psychic static inhibits power manifestation.

Ectoplasmic Shambler: Foglike predator deals 1 point of damage/two levels each round to an area.

Incarnate^X: Make some powers permanent.

Leech Field^A: Leech power points each time you make a saving throw.

Major Creation, Psionic: As *psionic minor creation*, plus stone and metal.

Plane Shift, Psionic: Travel to other planes.

Power Resistance: Grant PR equal to 12 + level.

Psychic Crush^A: Brutally crush subject's mental essence, reducing subject to -1 hit points.

Shatter Mind Blank: Cancels target's *mind blank* effect.

Tower of Iron Will^A: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.

True Seeing, Psionic^A: See all things as they really are.

6TH-LEVEL PSION/WILDER POWERS

Aura Alteration^A: Repairs psyche or makes subject seem to be something it is not.

Breath of the Black Dragon^A: Breathe acid for 11d6 damage.

Cloud Mind, Mass: Erase knowledge of your presence from the minds of one creature/level.

Contingency, Psionic^X: Sets trigger condition for another power.

Co-opt Concentration: Take control of foe's concentration power.

Disintegrate, Psionic^A: Turn one creature or object to dust.

Fuse Flesh^A: Fuse subject's flesh, creating a helpless mass.

Overland Flight, Psionic: You fly at a speed of 40 ft. and can hustle over long distances.

Remote View Trap: Deal 8d6 points electricity damage to those who seek to view you at a distance.

Retrieve^A: Teleport to your hand an item you can see.

Suspend Life: Put yourself in a state akin to suspended animation.

Temporal Acceleration^A: Your time frame accelerates for 1 round.

7TH-LEVEL PSION/WILDER POWERS

Decerebrate: Remove portion of subject's brain stem.

Divert Teleport: Choose destination for another's *teleport*.

Energy Conversion: Offensively channel energy you've absorbed.

Energy Wave^A: Deal 13d4 damage of your chosen energy type in 120-ft. cone.

Evade Burst^A: You take no damage from a burst on a successful Reflex save.

Insanity^A: Subject is permanently *confused*.

Mind Blank, Personal: You are immune to scrying and mental effects.

Moment of Prescience, Psionic: You gain insight bonus on single attack roll, check, or save.

Oak Body^A: Your body becomes as hard as oak.

Phase Door, Psionic: Invisible passage through wood or stone.

Sequester, Psionic^X: Subject invisible to sight and remote viewing; renders subject comatose.

Ultrablast^A: Deal 13d6 damage in 15-ft. radius.

8TH-LEVEL PSION/WILDER POWERS

Bend Reality^X: Alters reality within power limits.

Iron Body, Psionic: Your body becomes living iron.

Matter Manipulation^X: Increase or decrease an object's base hardness by 5.

Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing.

Recall Death: Subject dies or takes 5d6 damage.

Shadow Body: You become a living shadow (not the creature).

Teleport, Psionic Greater: As *psionic teleport*, but no range limit and no off-target arrival.

True Metabolism: You regenerate 10 hit points/round.

9TH-LEVEL PSION/WILDER POWERS

Affinity Field: Effects that affect you also affect others.

Apopsi^X: You delete target's psionic powers.

Assimilate: Incorporate creature into your own body.

Etherealness, Psionic: Become ethereal for 1 min./level.

Microcosm^A: Creature or creature lives forevermore in world of his own imagination.

Reality Revision^X: As *bend reality*, but fewer limits.

Timeless Body: Ignore all harmful, and helpful, effects for 1 round.

PSION DISCIPLINE POWERS

EGOIST (PSYCHOMETABOLISM) DISCIPLINE POWERS

1 **Thicken Skin^A:** Gain +1 enhancement bonus to your AC for 10 min./level.

2 **Animal Affinity^A:** Gain +4 enhancement to one ability.

Chameleon: Gain +10 enhancement bonus on Hide checks.

Empathic Transfer^A: Transfer another's wounds to yourself.

3 **Ectoplasmic Form:** You gain benefits of being insubstantial and can fly slowly.

Hustle: Instantly gain a move action.

4 **Metamorphosis:** Assume shape of creature or object.

Psychic Vampire: Touch attack drains 2 power points/level from foe.

5 **Psionic Revivify^{AX}:** Return the dead to life before the psyche leaves the corpse.

Psychofeedback: Boost Strength, Dexterity, or Constitution at the expense of one or more other scores.

Restore Extremity: Return a lost digit, limb, or other appendage to subject.

6 **Restoration, Psionic:** Restores level and ability score drains.

7 **Fission:** You briefly duplicate yourself.

8 **Fusion^X:** You combine your abilities and form with another.

9 **Metamorphosis, Greater^X:** Assume shape of any nonunique creature or object each round.

KINETICIST (PSYCHOKINESIS) DISCIPLINE POWERS

1 **Control Object:** Telekinetically animate a small object.

2 **Control Air^A:** You have control over wind speed and direction.

Energy Missile^A: Deal 3d6 energy damage to up to five subjects.

3 **Energy Cone^A:** Deal 5d6 energy damage in 60-ft. cone.

4 **Control Body^A:** Take rudimentary control of your foe's limbs.

Energy Ball^A: Deal 7d6 energy damage in 20-ft. radius.

Inertial Barrier: Gain DR 5/-.

5 **Energy Current^A:** Deal 9d6 damage to one foe and half to another foe as long as you concentrate.

Fiery Discorporation^A: Cheat death by discorporating into nearby fire for one day.

6 **Dispelling Buffer:** Subject is buffered from one *dispel psionics* effect.

- Null Psionics Field:** Create a field where psionic power does not function.
- 7 **Reddopsi:** Powers targeting you rebound on manifester.
 - 8 **Telekinetic Sphere, Psionic:** Mobile force globe encapsulates creature and moves it.
 - 9 **Tornado Blast^A:** Vortex of air subjects your foes to 17d6 damage and moves them.

NOMAD (PSYCHOPORTATION) DISCIPLINE POWERS

- 1 **Burst:** Gain +10 ft. to speed this round.
Detect Teleportation^A: Know when teleportation powers are used in close range.
- 2 **Dimension Swap^A:** You and ally or two allies switch positions.
Levitate, Psionic: Subject moves up and down, forward and back, at your direction.
- 3 **Astral Caravan^A:** You lead *astral traveler*-enabled group to a planar destination.
- 4 **Dimensional Anchor, Psionic:** Bars extra dimensional movement.
Dismissal, Psionic: Forces a creature to return to its native plane.
Fly, Psionic: You fly at a speed of 60 ft.
- 5 **Baleful Teleport^A:** Destructive teleport deals 9d6 damage.
Teleport, Psionic: Instantly transports you as far as 100 miles/level.
Teleport Trigger: Predetermined event triggers *teleport*.
- 6 **Banishment, Psionic^A:** Banishes extraplanar creatures.
- 7 **Dream Travel^A:** Travel to other places through dreams.
Ethereal Jaunt, Psionic: Become ethereal for 1 round/level.
- 8 **Time Hop, Mass^A:** Willing subjects hop forward in time.
- 9 **Teleportation Circle, Psionic:** Circle teleports any creatures inside to designated spot.
Time Regression^X: Relive the last round.

SEER (CLAIRSENTIENCE) DISCIPLINE POWERS

- 1 **Destiny Dissonance:** Your dissonant touch sickens a foe.
Precognition: Gain +2 insight bonus to one roll.
- 2 **Clairvoyant Sense:** See and hear a distant location.
Object Reading^A: Learn details about an object's previous owner.
Sensitivity to Psychic Impressions: You can find out about an area's past.
- 3 **Escape Detection:** You become difficult to detect with clairsentience powers.
Fate Link^A: You link the fates of two targets.
- 4 **Anchored Navigation^A:** Establish a mishap-free *teleport* beacon.
Remote Viewing^X: See, hear, and potentially interact with subjects at a distance.
- 5 **Clairtangent Hand^A:** Emulate *far hand* at a distance.
Second Chance^X: Gain a reroll.
- 6 **Precognition, Greater:** Gain +4 insight bonus to one roll.
- 7 **Fate of One:** Reroll any roll you just failed.
- 8 **Hypercognition:** You can deduce almost anything.
- 9 **Metafaculty^X:** You learn details about any one creature.
Reality Revision^X: Break the laws of reality.

SHAPER (METACREATIVITY) DISCIPLINE POWERS

- 1 **Astral Construct^A:** Creates astral construct to fight for you.
Minor Creation, Psionic: Creates one cloth or wood object.
- 2 **Psionic Repair Damage:** Repairs construct of 3d8 hit points +1 hp/level.
- 3 **Concealing Amorpha, Greater:** Quasi-real membrane grants you total concealment.
Ectoplasmic Cocoon^A: You encapsulate a foe so it can't move.
- 4 **Fabricate, Psionic:** Transforms raw goods to finished items.
Quintessence: You collapse a bit of time into a physical substance.
- 5 **Hail of Crystals^A:** A crystal explodes in an area, dealing 9d4 slashing damage.
- 6 **Crystallize:** Turn subject permanently to crystal.
Fabricate, Greater Psionic: Transforms a lot of raw goods to finished items.
- 7 **Ectoplasmic Cocoon, Mass:** You encapsulate all foes in a 20-ft. radius.
- 8 **Astral Seed:** You plant the seed of your rebirth from the Astral Plane.
- 9 **Genesis^X:** You instigate a new demiplane on the Astral Plane.
True Creation^X: As *psionic major creation*, except items are completely real.

TELEPATH (TELEPATHY) DISCIPLINE POWERS

- 1 **Charm, Psionic^A:** Makes one person your friend.
Mindlink^A: You forge a limited mental bond with another creature.
- 2 **Aversion^A:** Subject has aversion you specify.
Brain Lock^A: Subject cannot move or take any mental actions.
Read Thoughts: Detect surface thoughts of creatures in range.
Suggestion, Psionic: Compels subject to follow stated course of action.
- 3 **Crisis of Breath^A:** Disrupt subject's breathing.
Empathic Transfer, Hostile^A: Your touch transfers your hurt to another.
False Sensory Input^A: Subject sees what isn't there.
- 4 **Dominate, Psionic^A:** Control target telepathically.
Mindlink, Thieving^A: Borrow knowledge of a subject's power.
Modify Memory, Psionic: Changes 5 minutes of subject's memories.
Schism: Your partitioned mind can manifest lower level powers.
- 5 **Metaconcert^A:** Mental concert of two or more increases the total power of the participants.
Mind Probe: You discover the subject's secret thoughts.
- 6 **Mind Switch^{A, X}:** You switch minds with another.
- 7 **Crisis of Life^A:** Stop subject's heart.
- 8 **Mind Seed^X:** Subject slowly becomes you.
- 9 **Mind Switch, True^X:** A permanent brain swap.
Psychic Chirurgery^X: You repair psychic damage or impart knowledge of new powers.

PSYCHIC WARRIOR POWERS

1ST-LEVEL PSYCHIC WARRIOR POWERS

- Astral Traveler:** Enable yourself or another to join an *astral caravan*-enabled trip.
Biofeedback^A: Gain DR 2/-.
Bite of the Wolf: Gain bite attack for 1d8 damage.
Burst: Gain +10ft. to speed this round.
Call Weaponry^A: Create temporary weapon.
Catfall^A: Instantly save yourself from a fall.
Chameleon: Gain +10 enhancement bonus on Hide checks.
Claws of the Beast^A: Your hands become deadly claws.
Compression^A: You grow smaller.
Conceal Thoughts: You conceal your motives.
Detect Psionics: You detect the presence of psionics.
Dissipating Touch^A: Touch deals 1d6 damage.
Distract: Subject gets -4 on Listen, Search, Sense Motive, and Spot checks.
Elfsight: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.
Empty Mind: Gain +2 on Will saves until your next action.
Expansion^A: Become one size category larger.
Float^A: Buoy yourself in water or other liquid.
Force Screen^A: Invisible disc provides +4 shield bonus to AC.
Grip of Iron^A: Your iron grip gives +4 bonus on grapple checks.
Hammer^A: Melee touch attack deals 1d8/round.
Inertial Armor^A: Tangible field of force provides you with +4 armor bonus to AC.
Metaphysical Claw^A: Your natural weapon gains +1 bonus.
Metaphysical Weapon^A: Weapon gains +1 bonus.
My Light^A: Your eyes emit 20-ft. cone of light.
Precognition, Defensive^A: Gain +1 insight bonus to AC and saving throws.
Precognition, Offensive^A: Gain +1 insight bonus on your attack rolls.
Prescience, Offensive^A: Gain +2 insight bonus on your damage rolls.
Prevenom^A: Your claws gain a poison coating.
Prevenom Weapon^A: Your weapon is mildly venomous.
Skate: Subject slides skillfully along the ground.
Stomp^A: Subjects fall prone and take 1d4 nonlethal damage.
Synesthete: You receive one kind of sense when another sense is stimulated.

Thicken Skin^A: Gain +1 enhancement bonus to your AC for 10 min./level.

Vigor^A: Gain 5 temporary hit points.

2ND-LEVEL PSYCHIC WARRIOR POWERS

Animal Affinity^A: Gain +4 enhancement to one ability.

Body Adjustment^A: Heal 1d12 damage.

Body Equilibrium: You can walk on nonsolid surfaces.

Body Purification^A: Restore 2 points of ability damage.

Concealing Amorpha: Quasi-real membrane grants you concealment.

Darkvision, Psionic: See 60 ft. in total darkness.

Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.

Dimension Swap^A: You and an ally switch positions.

Dissolving Touch^A: Your touch deals 4d6 acid damage.

Dissolving Weapon^A: Your weapon deals 4d6 acid damage.

Empathic Transfer^A: Transfer another's wounds to yourself.

Energy Adaptation, Specified^A: Gain resistance 10 to one energy type.

Feat Leech^A: Borrow another's psionic or metapsionic feats.

Hustle: Instantly gain a move action.

Levitate, Psionic: You move up and down, forward and back, via mental support.

Painful Strike^A: Your natural weapons deal an extra 1d6 nonlethal damage.

Prowess: Instantly gain another attack of opportunity.

Psionic Scent: Gain the scent ability.

Psionic Lion's Charge^A: You can make full attack in same round you charge.

Strength of My Enemy^A: Siphon away your enemy's strength and grow stronger.

Sustenance: You can go without food and water for one day.

Thought Shield^A: Gain PR 13 against mind-affecting powers.

Wall Walker: Grants ability to walk on walls and ceilings.

3RD-LEVEL PSYCHIC WARRIOR POWERS

Claws of the Vampire: Heal half of your claw's base damage.

Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.

Danger Sense: Gain +4 bonus against traps.

Dimension Slide^A: Teleports you very short distance.

Duodimensional Claw: Increases your natural weapon's threat range.

Ectoplasmic Form: You gain benefits of being insubstantial and can fly slowly.

Empathic Feedback^A: When you are hit in melee, your attacker takes damage.

Empathic Transfer, Hostile^A: Your touch transfers your hurt to another.

Escape Detection: You become difficult to detect with clairsentience powers.

Evade Burst^A: You take no damage from a burst on a successful Reflex save.

Exhalation of the Black Dragon^A: Your acid breath deals 3d6 damage to a close target.

Graft Weapon: Your hand is replaced seamlessly by your weapon.

Keen Edge, Psionic: Doubles normal weapon's threat range.

Mental Barrier^A: Gain +4 deflection bonus to AC until your next action.

Ubiquitous Vision: You have all-around vision.

Vampiric Blade: You heal half of your base weapon damage.

4TH-LEVEL PSYCHIC WARRIOR POWERS

Claw of Energy: Your claws deal additional energy damage.

Dimension Door, Psionic: Teleports you short distance.

Energy Adaptation^A: Your body converts energy to harmless light.

Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.

Immovability: You are almost impossible to move and gain DR 15/–.

Inertial Barrier: Gain DR 5/–.

Psychic Vampire. Touch attack drains 2 power points/level from foe.

Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.

Truevenom: Your natural weapons are covered in horrible poison.

Truevenom Weapon: Your weapon is horribly poisonous.

Weapon of Energy: Weapon deals additional energy damage.

5TH-LEVEL PSYCHIC WARRIOR POWERS

Adapt Body: Your body automatically adapts to hostile environments.

Catapsi^A: Psychic static inhibits power manifestation.

Metaconcert^A: Mental concert of two or more increases the total power of the participants.

Oak Body^A: Your body becomes as hard as oak.

Psychofeedback: Boost Str, Dex, or Con at the expense of one or more other scores.

6TH-LEVEL PSYCHIC WARRIOR POWERS

Breath of the Black Dragon^A: Breathe acid for 11d6 damage.

Dispelling Buffer: You are buffered from one *dispel psionics* effect.

Form of Doom^A: You transform into a frightening tentacled beast.

Mind Blank, Personal: You are immune to scrying and mental effects.

Suspend Life: Put yourself into a state akin to suspended animation.

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PSIONIC POWERS (A-C)

Adapt Body

Psychometabolism

Level: Psion/wilder 5, psychic warrior 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

Your body automatically adapts to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment. You need not specify what environment you are adapting to when you manifest this power; simply activate it, and your body will instantly adapt to any hostile environment as needed throughout the duration.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals you only half the usual amount of damage.

Affinity Field

Psychometabolism

Level: Psion/wilder 9

Display: Material and visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (potentially harmless)

Power Resistance: Yes

Power Points: 17

You create an affinity feedback loop with all creatures within the area. While the duration lasts, affected creatures take all damage (including ability damage) as you do and heal all wounds as you do. Hit points gained or lost persist after this power ends.

Creatures in range are also subject to magical and psionic effects of 3rd level or lower. Creatures that have an affinity to you gain a saving throw against each new power transferred through the *affinity field* as if the power were manifested upon them normally. All magical and psionic effects transferred to subjects fade at the end of this power's duration, although instantaneous effects remain. If you suddenly become immune to a particular effect or power, the effect or power to which you are immune cannot be transferred to creatures that have affinity to you.

Anchored Navigation

Clairsentience

Level: Seer 4

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 7

You know where you are in relation to a fixed starting point, which is essential for setting up a mishap-free *teleport* beacon. While the duration lasts, you are aware of your exact distance and route (physical or psychoportive) back to a fixed starting point. The "anchored" starting point is your exact location when you manifest the power. To designate other anchored starting points, you must manifest this power multiple times and be present at the desired locations when you do so.

You can also retrace your steps through a maze automatically while the power lasts, without resorting to a map.

Anchored navigation grants you a *mindlink* with one designated creature who remains within a 60-foot radius of the starting point, regardless of the distance between you and the creature. The use of *anchored navigation* is confined to the plane of existence where you manifest it.

Augment: If you spend 6 additional power points, the effect of this power extends across all planar boundaries.

Animal Affinity

Psychometabolism

Level: Egoist 2, psychic warrior 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 3

You forge a psychometabolic affinity with an idealized animal form, thereby boosting one of your ability scores (choose either Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The power grants a +4 enhancement bonus to the ability score you choose, adding the usual benefits provided by a high ability bonus. Because you are emulating the idealized form of an animal, you also take on minor aspects of the animal you choose. If you choose to increase the ability you use to manifest powers, you do not gain the benefit of an increased ability score long enough to gain any bonus power points for a high ability score, but the save DCs of your powers increase for the duration of this power.

Augment: For every 5 additional power points you spend, this power grants a +4 enhancement bonus to another ability.

Apopsi

Telepathy [Mind-Affecting]

Level: Psion/wilder 9

Display: Auditory, material, and visual

Manifesting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living psionic creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 17, XP

By using this power, you delete 1d4 powers permanently from the subject's mind. You specify the level of each power, and the DM randomly determines which of the subject's powers is actually deleted. *Psychic chirurgery* or *reality revision* can be used to restore the lost powers, but it must be performed within 1 week of losing the powers.

XP Cost: 50 XP per level of the deleted powers.

Assimilate

Psychometabolism

Level: Psion/wilder 9

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Touch

Target: One living creature touched

Duration: Instantaneous and 1 hour; see text

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 17

Your pointing finger turns black as obsidian. A creature touched by you is partially assimilated into your form and takes 20d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is killed, entirely assimilated into your form, leaving behind only a trace of fine dust. An assimilated creature's equipment is unaffected.

A creature that is partially assimilated into your form (that is, a creature that has at least 1 hit point following your use of this power) grants you a number of temporary hit points equal to half the damage you dealt for 1 hour.

A creature that is completely assimilated grants you a number of temporary hit points equal to the damage you dealt and a +4 bonus to each of your ability scores for 1 hour. If the assimilated creature knows psionic powers, you gain knowledge of one of its powers for 1 hour. You gain some semblance of a creature you completely assimilate for 1 hour, granting you a +10 bonus on Disguise checks made to appear as that creature during that time.

Astral Caravan

Psychoportation

Level: Nomad 3

Display: None

Manifesting Time: 1 hour

Range: Personal

Targets: You and touched willing creatures

Duration: See text

Power Points: 5

You lead a caravan into the Astral Plane, leaving the Material Plane behind. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you wish, but only if you know your way (see below).

You can bring other willing creatures with you, provided that these subjects have each manifested *astral traveler* and are linked hand to hand with you at the time of the *astral caravan*'s manifestation. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey that causes you to break hand-to-hand contact, your companions are stranded wherever you leave them. Because the planes are a dangerous place, those who lead *astral caravans* usually choose to manifest this power only if they have a large party of travelers assembled. Sometimes groups of lower-level adventurers may hire you to lead forays beyond the Material Plane.

The *astral caravan* power lasts while you and your fellow travelers maintain your original formation, until (1) you reach your intended destination plane, (2) you desire to end the power while still traversing the Astral Plane, (3) you or anyone traveling with you breaks the hand-to-hand chain connecting the travelers for 2 consecutive rounds, or (4) the power is terminated by some outside means, such as *dispel psionics*. When the power ends, you and your fellow travelers halt in whatever portion of the Astral Plane you happen to be traversing (the Astral Plane is in many ways subjective in location; in any event, one place on the Astral looks much like any other).

While you are traveling through the Astral Plane, those natives who happen to glimpse you and your fellow travelers perceive you to be moving at a speed of 30 feet (you can't run), with you flying in the lead and your fellow travelers strung out behind you, each linked to the next by one hand.

Depending on your knowledge of the planes, your journey through the subjective space that is the Astral Plane may take a longer or shorter period of time. For each 24 hours you travel, make a Knowledge (the planes) check. Unless a location is particularly hard to find and well guarded, or conversely easy to find and well advertised, the average DC for an *astral caravan* journey should be set at 20. You cannot take 20 on this check, though you can take 10. Each check may be modified by your degree of familiarity with the destination or by some connection you have with the place; see the tables below.

Destination Knowledge (the planes)

Knowledge	Check Modifier
None*	n/a
Secondhand (you have heard of the destination)	-10
Firsthands (you have visited before)	+0
Familiar (you have visited three or more times)	+5

*If you have no direct knowledge of your destination, you must have some connection to it in order to travel there; see below.

Knowledge (the planes)

Connection	Check Modifier
Likeness or picture of destination	+2
Object from destination	+4
Planar Cartographer's map of destination	+10

Each successful check indicates that you are one step closer to your goal. To finally arrive at your location, you must succeed on six checks within a span of 12 days. (If you fail to make six successful checks within the first 12 days, you can continue to make one check per day until you get the requisite six successes within a span of 12 consecutive days). When you successfully make the requisite number of checks, the journey ends, and you appear on your chosen plane within 10–1,000 (1d% x 10) miles of your intended destination on that plane.

Augment: If you spend 2 additional power points, this power weaves a quasi-real filmy membrane around yourself and all those adjacent to each other in the caravan (being linked by hand is not required if this membrane is used). You remain visible within the translucent, amorphous enclosure. You can pick up or drop willing passengers, easily reaching through the film. Anything you hold is enveloped by the film. Any attacks made through the enclosure in either direction have a 25% miss chance due to the rippling membrane.

When you manifest this power in its augmented form, your apparent speed to those observing on the Astral Plane is 40 feet, and you can make a Knowledge (the planes) check once every 12 hours to attempt to make it to your destination (six successful checks within 12 consecutive days still sees you to your desired goal).

Astral Construct

Metacreativity (Creation)

Level: Shaper 1

Display: Visual; see text

Manifesting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One created astral construct

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

This power creates one 1st-level astral construct of solidified ectoplasm that attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The astral construct acts normally on the last round of the power's duration and dissipates at the end of its turn.

Astral constructs are not summoned; they are created on the plane you inhabit (using ectoplasm drawn from the Astral Plane). Thus, they are not subject to effects that hedge out or otherwise affect outsiders; they are constructs, not outsiders.

Augment: For every 2 additional power points you spend, the level of the astral construct increases by one.

Astral Seed

Metacreativity

Level: Shaper 8

Display: Material; see text

Manifesting Time: 10 minutes

Range: 0 ft.

Effect: One storage crystal

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 15

This power weaves strands of astral ectoplasm into a crystal containing the seed of your living mind (hardness 1 and 1 hit point). You can have only one *astral seed* in existence at any one time. Until such time as you perish, the *astral seed* (also called the storage crystal) is utterly inert. If you are slain at some later date, your soul transfers into the storage crystal, which begins to dimly glow.

Upon transference, your physical remains (should they still exist) become inert matter and cannot thereafter be restored to life. The transfer from the slain body to the *astral seed* works over any distance, physical or extradimensional.

Once your body's physical demise activates the storage crystal, you have the abilities of a psicrystal of the appropriate level, plus all the powers you knew and the maximum power points you possessed when *astral seed* was manifested—but you also have a negative level that cannot be healed and that does not convert to real level loss in your current crystalline form. You have thirty days to grow an organic body, after which time your sentience fades and your soul passes on if it hasn't entered a new body.

To grow a body, you (in the storage crystal) must spend ten days in uninterrupted solitude. The body's constituent parts are pulled as ectoplasm from the Astral Plane, then slowly molded and transformed into a living, breathing body that is an exact duplicate of your body at the time you manifested *astral seed* (the crystal itself breaks down and becomes a part of the new organic body). When the tenth day ends, you completely and totally inhabit the new body. You possess all the abilities you possessed when *astral seed* was manifested, at one level lower, but you have none of your equipment.

If the body is struck for any amount of damage during the ten-day period when it is growing, it is destroyed and your soul passes on.

Conceivably, you could manifest *mind switch* to utilize a temporary body, but only an evil creature would smash his own temporarily empty storage crystal to permanently usurp a subject's organic body (unless the subject is itself irredeemably evil).

Astral Traveler

Psychoportation

Level: Psion/wilder 1, psychic warrior 1

Display: None

Manifesting Time: 1 hour

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

This power allows you or a creature you touch to participate in an astral caravan created through use of the *astral caravan* power. While participating in a journey allowed by the *astral caravan* power, you must hold the hand of both your fellow passenger ahead of you (or the caravan leader) and your fellow passenger behind you (unless you happen to be the last in the hand-linked line). If you or any one of your fellow passengers breaks the hand-to-hand link for 2 consecutive rounds, the impetus through the Astral Plane provided by *astral caravan* fails. See the *astral caravan* power for more information.

All those who are part of the caravan who are capable of performing purely mental actions, such as manifesting a power, may do so while maintaining hand-to-hand contact with their fellow travelers. When astral travelers begin their journey, each one is connected to the Material Plane by an insubstantial silvery cord. Very few weapons exist that can damage a silvery cord. The last creature in the line of those making up the caravan is sometimes referred to as the rear guard, because he or she has one hand free and can use it to wield a weapon without relinquishing his or her grip on the next traveler in line. The weightless, subjective environment of the Astral Plane allows the caravan to flex and bend as necessary to bring the rear guard's weapon to bear.

Attraction

Telepathy (Charm) [Mind-Affecting]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person or an object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this power, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won't perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him indiscriminately, although he will be willing to listen to you (even if he disagrees). This power grants you a +4 bonus on any interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and the bonus on interaction checks increases by 1.

Aura Alteration

Telepathy [Mind-Affecting]

Level: Psion/wilder 6

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One willing creature

Duration: 10 min./level or instantaneous; see text

Power Points: 11

You can use this power in one of two ways: to disguise the subject's aura (alignment) and level, or to remove a compulsion or charm effect from the subject.

Disguise: If you use this power to disguise the subject's alignment and level, the power has a duration of 10 minutes per level. You can change the subject's alignment by only one step. You can adjust the subject's apparent level up or down by a number equal to one-half your own level (rounded down) or less.

Remove Compulsion: If you use this power to attempt to cleanse the subject's aura of a baleful or controlling effect, the duration is instantaneous. This power can remove the compulsion of a curse or a *geas/quest* effect. It can also negate any charm and compulsion powers of 6th level or lower, such as *crisis of breath* or *death urge*. When *aura alteration* is

manifested for this purpose, the subject gains another saving throw to remove the compulsion afflicting it against the original save DC, but with a +2 bonus.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, the duration of the disguise aura increases by 10 minutes.
2. If you spend 2 additional power points, the subject's alignment shifts an additional step; if you spend 4 additional power points, the subject's alignment changes to its opposite.

Aura Sight

Clairsentience

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 10 min./level

Saving Throw: None

Power Resistance: No

Power Points: 7

You discern auras. Auras are invisible to the naked eye, but to a psionic viewer manifesting this power they appear as glowing halos or envelopes of colored light that surround all objects. The color of each aura reveals information to the psionic character. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence of good and evil auras in the area. You can't pin an aura to a particular object or individual at this stage; instead, you see a colored haze suffusing the area. (This power can detect lawful and chaotic auras as well, but doing so requires a separate manifestation that focuses only on that alignment axis.)

2nd Round: Number of auras (creatures, objects, powers, or spells) in the area. You know how many auras are in the area, even though each aura doesn't resolve to its actual location quite yet.

3rd Round: The owner of each aura is revealed, unless the individual is outside your line of sight. If a creature whose aura you detect has 5 or more Hit Dice than you do, you are overwhelmed by its presence and dazed for 1 round, and the power ends.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet.

Aversion

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 2

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You plant a powerful aversion in the mind of the subject. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it. The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

If the subject is forced into taking an action she has an aversion to, she takes a -2 penalty on any attack rolls, ability checks, or skill checks involved.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and the duration increases by 1 hour.

Baleful Teleport

Psychoportation (Teleportation)

Level: Nomad 5

Display: Material and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corporeal creature

Duration: Instantaneous

Saving Throw: Fortitude half

Power Resistance: Yes

Power Points: 9

You psychoporetively disperse minuscule portions of the subject, dealing 9d6 points of damage. Targets can be protected from the effects of *baleful teleport* by *dimensional anchor*.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

Banishment, Psionic

Psychoporation

Level: Nomad 6

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

As the *banishment* spell, except as noted here.

Psions gain no benefit from presenting objects or substances that the target hates, fears, or otherwise opposes.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1 and your manifester level increases by 1 for the purpose of overcoming power resistance.

Bend Reality

Clairsentience

Level: Psion/wilder 8

Display: Visual

Manifesting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None; see text

Power Resistance: Yes

Power Points: 15, XP

Bend reality lets you create nearly any type of effect. For example, *bend reality* can do any of the following:

- Duplicate any psion power of 6th level or lower, provided the power is not of a discipline prohibited to you.
- Duplicate any other power (but not a spell) of 5th level or lower, provided the power is not of a discipline prohibited to you.
- Duplicate any psion power of 5th level or lower, even if it's of a prohibited discipline.
- Duplicate any other power (but not a spell) of 4th level or lower, even if it's of a prohibited discipline.
- Undo the harmful effects of many powers, such as *psionic dominate*, *geas/quest*, or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -8 penalty on its next saving throw.

A duplicated power allows saving throws and power resistance as normal (but the save DC is for a 8th-level power).

When *bend reality* duplicates a power that has an XP cost, you must pay that cost or 300 XP, whichever is more. When *bend reality* duplicates a spell with a material component, you must pay additional XP equal to the value of the material component divided by 5.

XP Cost: 300 XP or more (see above).

Bestow Power

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: 20 ft.

Target: One psionic creature

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

You link your mind with another psionic creature's mind, creating a brief conduit through which mental energy can be shared. When you manifest this power, the subject gains up to 2 power points. You can transfer only as many power points to a subject as it has manifester levels.

Because of the intimate nature of this power, it cannot be fabricated into a psionic item—only power points generated by a psionic creature in the moment can be shared using *bestow power*.

Augment: For every 3 additional power points you spend, the subject gains 2 additional power points.

Biofeedback

Psychometabolism

Level: Psion/wilder 2, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: Psion/wilder 3, psychic warrior 1

You can toughen your body against wounds, lessening their impact. During the duration of this power, you gain damage reduction 2/–.

Augment: For every 3 additional power points you spend, your damage reduction increases by 1.

Bite of the Wolf

Psychometabolism

Level: Psychic warrior 1

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

Your posture becomes stooped forward, and you grow a muzzle complete with fangs. You gain one bite attack each round, instead of or in addition to any other attacks you have, that deals 1d8 points of damage (assuming you are a Medium creature) when it hits.

Your bite attack is a natural weapon, so you are considered armed when attacking with it, and it can be affected by powers, spells, and effects that enhance or improve natural weapons. You can choose to deal nonlethal damage with your bite, taking the standard –4 penalty on your attack roll. If you bite as your only attack, you use your highest base attack bonus on the attack roll, and you can apply your full Strength bonus to damage. If you bite in addition to making other attacks, the bite is a secondary attack.

If you are not a Medium creature, your bite attack's base damage varies as follows: Fine 1d2, Diminutive 1d3, Tiny 1d4, Small 1d6, Large 2d6, Huge 2d8, Gargantuan 4d6, Colossal 6d6.

Based on your psychic warrior level, your bite increases in ferocity as noted here: at 5th level your bite deals an extra 1d8 points of damage, at 10th level an extra 2d8, at 15th level an extra 3d8, and at 20th level an extra 4d8 points.

Body Adjustment

Psychometabolism (Healing)

Level: Psion/wilder 3, psychic warrior 2

Display: Auditory and material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: Psion/wilder 5, psychic warrior 3

You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

Augment: For every 2 additional power points you spend, this power heals an additional 1d12 points of damage.

Body Equilibrium

Psychometabolism

Level: Psion/wilder 2, psychic warrior 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 3

You can adjust your body's equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs). You can move at your normal speed, but you cannot run (x4 speed) on an unfirm surface without sinking or breaking through.

If you fall from any height while using this power, damage from the impact is halved.

Body Purification

Psychometabolism (Healing)

Level: Psion/wilder 3, psychic warrior 2

Display: Auditory and material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Power Points: Psion/wilder 5, psychic warrior 3

You restore up to 2 points of damage to a single ability score. You cannot use *body purification* to heal ability drain.

Augment: For every additional power point you spend, this power heals 1 additional point of damage to the same ability score.

Bolt

Metacreativity (Creation)

Level: Psion/wilder 1

Display: Material

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: A normal bolt, arrow, or sling bullet

Duration: 1 min./level

Saving Throw: None

Power Resistance: No

Power Points: 1

You create 2d4 ectoplasmic crossbow bolts, arrows, or sling bullets, appropriate to your size, which dissipate into their constituent ectoplasmic particles when the duration ends or after being fired. Ammunition you create has a +1 enhancement bonus on attack rolls and damage rolls.

Augment: For every 3 additional power points you spend, this power improves the ammunition's enhancement bonus on attack rolls and damage rolls by 1.

Brain Lock

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One humanoid

Duration: Concentration + 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

The subject's higher mind is locked away. He stands dazed, unable to take any psionic actions (including manifesting powers or using psionic feats that require a decision to be used) nor any mental actions at all.

A *brain locked* subject is not stunned, so attackers get no special advantage against him.

A *brain locked* flyer must descend to the closest safe level area below it. An air-breathing swimmer must make for the surface.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

Breath of the Black Dragon

Psychometabolism [Acid]

Level: Psion/wilder 6, psychic warrior 6

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Cone-shaped burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: Yes

Power Points: 11

Your mouth spews forth vitriolic acid that deals 11d6 points of acid damage to any targets in the area.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Burst

Psychoporation

Level: Nomad 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

This power increases your land speed by 10 feet. (This adjustment counts as an enhancement bonus to speed.)

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you move. Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Call to Mind

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

By meditating on a subject, you can recall natural memories and knowledge otherwise inaccessible to you.

On a failed Knowledge check, you can manifest this power to gain a new check with a +4 competence bonus. If successful, you instantly recall what was previously buried in your subconscious.

Call Weaponry

Psychoporation (Teleportation)

Level: Psychic warrior 1

Display: Material

Manifesting Time: 1 round

Range: 0 ft.

Effect: One weapon; see text

Duration: 1 min./level; see text (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You call a weapon “from thin air” into your waiting hand (actually, it is a real weapon hailing from another location in space and time). You don’t have to see or know of a weapon to call it—in fact, you can’t call a specific weapon; you just specify the kind. If you call a projectile weapon, it comes with 3d6 nonmagical bolts, arrows, or sling bullets, as appropriate. The weapon is made of ordinary materials as appropriate for its kind. If you relinquish your grip on the weapon you called for 2 or more consecutive rounds, it automatically returns to wherever it originated.

Weapons gained by *call weaponry* are distinctive due to their astral glimmer. They are considered magic weapons and thus are effective against damage reduction that requires a magic weapon to overcome.

Augment: For every 4 additional power points you spend, this power improves the weapon’s enhancement bonus on attack rolls and damage rolls by 1.

Catapsi

Telepathy [Mind-Affecting]

Level: Psion/wilder 5, psychic warrior 5

Display: Mental and visual

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 9

By manifesting this power, you generate psychic static, interfering with the ability of other psionic characters to manifest their powers or use psi-like abilities (you are not affected by your own *catapsi* manifestation). All psionic activity within the area requires 4 more power points to manifest than normal, unless a character makes a Will save each time he attempts to manifest a power. Using a psi-like ability becomes a full-round action, instead of a standard action, in a *catapsi* field. If two or more fields of *catapsi* overlap, the effects are not cumulative.

The limit on the number of power points a subject can spend on a power remains in effect; thus, a subject may not be able to manifest its highest-level powers. If manifesting a power would cause the manifester to exceed his available power points or his spending limits, the manifestation fails automatically, but no power points are expended.

Augment: For every 4 additional power points you spend, this power’s range and the radius of its area both increase by 5 feet.

Catfall

Psychoportation

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Until landing or 1 round/ level

Power Points: 1

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and you take damage as if the fall were 10 feet shorter than it actually is. This power affects you and anything you carry or hold (up to your maximum load). You can manifest this power with an instant thought, quickly enough to gain the benefit of the power while you fall. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can manifest this power even when it isn’t your turn.

Augment: For every additional power point you spend, this power reduces your damage as if the fall were an additional 10 feet shorter.

Chameleon

Psychometabolism

Level: Egoist 2, psychic warrior 1

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 1

Your skin and equipment take on the color and texture of nearby objects, including floors and walls. You receive a +10 enhancement bonus on Hide checks.

Charm, Psionic

Telepathy (Charm) [Mind-Affecting]

Level: Telepath 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid

Duration: 1 hour/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

As the *charm person* spell, except as noted here.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. If you spend 4 additional power points, this power's duration increases to one day per level.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Clairtangent Hand

Clairsentience (Scrying)

Level: Seer 5

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

Range: See text

Area: See text

Duration: Up to 1 min./level; see text (D)

Saving Throw: None

Power Resistance: No

Power Points: 9

You can emulate a *far hand* effect at any distance while simultaneously emulating *clairvoyant sense* to target your *far hand*; see the appropriate power descriptions. *Clairtangent hand*'s duration is up to 1 minute per level when used with a *far hand* effect.

Augment: If you spend 8 additional power points, you can emulate *clairvoyant sense* in conjunction with either *telekinetic force*, *telekinetic maneuver*, or *telekinetic thrust*, but this power's duration expires as soon as any of the noted telekinetic powers deals damage.

Clairvoyant Sense

Clairsentience (Scrying)

Level: Seer 2

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: See text

Effect: Psionic sensor

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

You can see and hear a distant location almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once you have selected the locale, the focus of your *clairvoyant sense* doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying powers, this power does not allow psionically or supernaturally enhanced senses to work through it.

If the chosen locale is magically or psionically dark, you see nothing. If it is naturally pitch black, you can see in a 10- foot radius around the center of the power's effect or out to the extent of your natural darkvision. The power does not work across planes.

Claw of Energy

Psychokinesis [see text]

Level: Psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to energize that weapon. The claw attack deals an extra 1d6 points of cold, electricity, or fire damage (as chosen by you at the time of manifestation) on a successful hit. On a critical hit, it deals an extra 1d10 points of energy damage. If the claw's critical multiplier is x3, add 2d10 points of energy damage instead; if the multiplier is x4, add 3d10 points of energy damage.

This power can be manifested on a claw attack that already deals energy damage, but if the claw already deals the same type of damage as the power, the effects stack. If this power is manifested on a claw attack already benefiting from the effect of the power, the newer manifestation supersedes the older manifestation, even if both manifestations are of different energy types.

This power's subtype is the same as the type of energy infused in the natural weapon.

Claws of the Beast

Psychometabolism

Level: Psychic warrior 1

Display: Visual

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: see text

You call forth the aggressive nature of the beast inherent in yourself, psionically transforming your hands into deadly claws. You gain two natural attacks with your claws, each dealing 1d4 points of damage (1d6 if you are Large, or 1d3 if you are Small) plus your Strength bonus.

Your claws are natural weapons, so you are considered armed when attacking with them, and they can be affected by powers, spells, and effects that enhance or improve natural. You can choose to deal nonlethal damage with your claws, taking the standard -4 penalty on your attack roll.

Your claws work just like the natural weapons of many monsters. You can make an attack with one claw or a full attack with two claws at your normal attack bonus, replacing your normal attack routine. You take no penalties for two-weapon fighting, and neither attack is a secondary attack. If your base attack bonus is +6 or higher, you do not gain any additional attacks—you simply have two claw attacks at your normal attack bonus.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power on your turn before you attack. Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

You can call or dismiss the claws as a swift action during the duration of the power. If you attack with a manufactured weapon or another natural attack, you can't make any claw attacks in that round. You can still hold and manipulate items with your claws or cast spells just as well as you could with your hands.

Augment: If you spend additional power points, you can create larger, sharper, and more deadly claws, as shown on the table below.

Power Points	Claw Damage		
	Small	Medium	Large
1	1d3	1d4	1d6
3	1d4	1d6	1d8
5	1d6	1d8	2d6
7	1d8	2d6	3d6
11	2d6	3d6	4d6
15	3d6	4d6	5d6
19	4d6	5d6	6d6

Claws of the Vampire

Psychometabolism

Level: Psychic warrior 3

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to change the nature of that weapon. When this power is manifested, your claws take on an ominous glimmer. Each time you make a successful claw attack against a living creature of Small or larger size, you are healed of some amount of damage.

You heal a number of hit points equal to half the base damage dealt by your *claws of the vampire*, rounded down (additional damage dealt because of a high Strength score or other enhancements does not count toward the amount you heal). You heal as many hit points as can be gained while the creature remains at 1 hit point or higher. Any damage that would reduce the creature to 0 or fewer hit points does not benefit you.

You do not heal damage if your attack deals nonlethal damage, such as when you attack a creature that has the regeneration ability. Moreover, you gain no healing from attacking any creature that is under the effect of *biofeedback*. Using *fission* on yourself and then attacking your duplicate also fails to grant any healing.

Cloud Mind

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: None

Manifesting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You make yourself completely undetectable to the subject by erasing all awareness of your presence from its mind. This power has the following effects.

First, you are invisible and inaudible to the creature. It cannot even detect your presence by means of blindsense, blindsight, scent, or tremorsense. It cannot pinpoint your location by any means.

Second, the subject remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends.

If you take an action that creates a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw against the power. An ally of the subject creature that is able to see or perceive you can use a move action to warn the subject and thereby grant it a new saving throw.

Cloud Mind, Mass

Telepathy [Mind-Affecting]

Level: Psion/wilder 6

Target: One creature/level

Power Points: 11

As *cloud mind*, except as noted above. Each creature is affected individually.

Compression

Psychometabolism

Level: Psychic warrior 1

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 1

This power causes instant diminution, halving your height, length, and width and dividing your weight by 8. This decrease changes your size category to the next smaller one. You gain a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum effective Strength score of 1), a +1 size bonus on attack rolls, and a +1 size bonus to Armor Class due to your reduced size. If your new size is Tiny, you have a space of 2 1/2 feet and a natural reach of 0 feet (meaning that you must enter an opponent's square to attack). If your new size is Diminutive, you have a space of 1 foot and a natural reach of 0 feet. This power doesn't change your speed.

All your equipment, worn or carried, is similarly reduced by the power. Melee and projectile weapons deal less damage. Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that reduce size do not stack, which means (among other things) that you can't use a second manifestation of this power to further reduce yourself.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 6 additional power points, this power decreases your size by two size categories. You gain a +4 size bonus to Dexterity, a -4 size penalty to Strength (to a minimum effective Strength score of 1), a +2 size bonus on attack rolls, and a +2 size bonus to Armor Class due to your reduced size.
2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.
3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level.

Conceal Thoughts

Telepathy [Mind-Affecting]

Level: Psion/wilder 1, psychic warrior 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing creature

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 1

You protect the subject's thoughts from analysis. While the duration lasts, the subject gains a +10 circumstance bonus on Bluff checks against those attempting to discern its true intentions with Sense Motive. It also gains a +4 bonus on its saving throw against any power or spell used to read its mind (such as *read thoughts* or *mind probe*).

Concealing Amorpha

Metacreativity (Creation)

Level: Psion/wilder 2, psychic warrior 2

Display: Material; see text

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: Quasi-real amorphous film centered on you

Duration: 1 min./level (D)

Power Points: 3

Using *concealing amorpha*, you weave a quasi-real membrane around yourself. You remain visible within the translucent, amorphous enclosure. This distortion grants you concealment (opponents have a 20% miss chance), thanks to the rippling membrane encasing your form. You can pick up or drop objects, easily reaching through the film. Anything you hold is enveloped by the amorpha. Likewise, you can engage in melee, make ranged attacks, and manifest powers without hindrance.

Concealing Amorpha, Greater

Metacreativity (Creation)

Level: Shaper 3, psychic warrior 3

Duration: 1 round/level (D)

Power Points: 5

As *concealing amorpha*, except the quasi-real membrane so distorts your image and actual position that you gain total concealment (opponents have a 50% miss chance), but for a shorter period of time.

Concussion Blast

Psychokinesis [Force]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 3

A subject you select is pummeled with telekinetic force for 1d6 points of force damage. You can choose to have the power deal an equal amount of nonlethal damage instead. *Concussion blast* always affects a subject within range that you can see, even if the subject is in melee or has cover or concealment (you cannot use this power against creatures with total cover or total concealment).

Nonmagical, unattended objects (including doors, walls, locks, and so on) may also be damaged by this power.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's damage increases by 1d6 points.

2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Contingency, Psionic

Clairsentience

Level: Psion/wilder 6

Display: Olfactory

Manifesting Time: 10 minutes or longer; see text

Range: Personal

Target: You

Duration: One day/level (D) or until discharged

Power Points: 11, XP

You can place another power upon your person so that it comes into effect under some condition you dictate when manifesting *psionic contingency*. The *psionic contingency* power and the companion power are manifest at the same time. The 10-minute manifesting time is the minimum total for both manifestations; if the companion power has a manifesting time longer than 10 minutes, use that instead. The power to be brought into effect by the *psionic contingency* must be one that affects your person and be of a power level no higher than one-third your manifester level (rounded down, maximum 6th level).

The conditions needed to bring the power into effect must be clear, although they can be general. In all cases, the *psionic contingency* immediately brings into effect the companion power, the latter being "manifested" instantaneously only when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the power combination (*psionic contingency* and the companion power) may fail when called on.

You can use only one *psionic contingency* companion power at a time; if a second is manifested, the first one (if still active) is dismissed.

XP Cost: 15 XP.

Control Air

Psychokinesis

Level: Kineticist 2

Display: Mental

Manifesting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 50-ft.-radius spread

Duration: Concentration, up to 1 min./level

Saving Throw: None

Power Resistance: No

Power Points: 3

You have some control over wind speed and direction. The speed of the wind within the area of this power can be increased or decreased by up to 10 miles per hour.

You can spend as many as 5 additional power points to augment this power, with each point allowing you to modify the wind speed by an additional 10 miles per hour, to a maximum change in wind speed of 60 miles per hour.

This power also gives you the ability to alter the direction of the wind by as much as 90 degrees.

Powerful enough winds can cause creatures to be blown away, knocked down, or checked.

Augment: See above.

Control Body

Psychokinesis

Level: Kineticist 4

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller creature with humanoid physiology

Duration: Concentration, up to 1 min./level

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

You psychokinetically control the actions of any humanoid (including undead or outsiders with a humanoid physiology) that is within range and to which you have line of sight. *Control body* doesn't require mental contact with the subject, since you are actually forcing limb movements independent of the target's mind. You can force the subject to stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult. You can also hold the subject immobile, rendering it helpless. You cannot force the subject to manifest powers, cast spells, or use any special ability that is not a function of just its body movements. If you lose line of sight to the subject, the effect of this power ends.

If you force the subject to engage in combat, its attack bonus is equal to your base attack bonus + your Intelligence bonus, and its bonus on damage rolls is equal to your Intelligence bonus. A subject of this power cannot make attacks of opportunity. The subject gains no benefit to Armor Class from its Dexterity, but it does gain a bonus to its AC equal to your Intelligence bonus.

Although the subject's body is under your control, the subject's mind is not. Creatures capable of taking purely mental actions (such as manifesting powers) can do so.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Control Flames

Psychokinesis [Fire]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One nonmagical fire source; see text

Duration: Concentration, up to 1 min./level

Saving Throw: See text

Power Resistance: No

Power Points: 1

You pyrokinetically control the intensity or movements of one fire source. A nonmagical fire source can be controlled if it is equal to or smaller than the maximum size of fire you can control according to your manifester level, as noted on the accompanying table. You can freely switch control between fire sources, or change the nature of your control, while you maintain concentration, but only one specified change (keeping a fire burning, animating it, or altering its size) can be made to one fire source in a round. When your control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved away from its original location). With this power, you can artificially keep a fire burning that would normally expire for lack of fuel; even dousing a controlled flame with water does not put it out (though completely submerging the flame would). Normally, a creature at risk of catching on fire can avoid this fate by making a DC

15 Reflex saving throw, with success indicating that the fire has gone out. If the fire is one that has been kept burning by the use of *control flames*, then the DC of the Reflex save needed to put out the flames increases to 25.

This power also enables you to make a fire move as if it were a living creature. You can animate only a naturally burning fire; if you attempt to animate one that has been increased or decreased in size by your augmentation of this power, the fire immediately returns to its original size. An animated fire moves at a speed of 30 feet. A fire that moves away from its fuel or its original location dies as soon as your control over it lapses.

An animated fire can enter any square, even if a creature already occupies it. If an animated fire enters a square occupied by a creature, that creature can make a Reflex save to get out of the way (DC 11 + the number of dice of damage the fire does + your Int modifier if you are a psion or your Cha modifier if you are a wilder). A successful Reflex save moves the creature to the nearest unoccupied square. The flames deal the indicated damage to any creature that is either on fire or surrounded by the flames (in the fire's space); see the accompanying table).

At the start of your turn, the animated fire deals damage to any creature in its space, and the creature catches on fire unless it makes a Reflex save (DC as noted above). A victim on fire takes 1d6 points of damage each round. Additional rounds in the same space as the animated fire occupies mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a saving throw each round to negate each fire. It is possible to switch control from the animated fire (causing it to disappear) to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

Control Flames

Manifester Level	Fire Size	Example	Maximum Damage per Round	
				Space
1st–2nd	Fine	Tindertwig	1	1 foot square
3rd–4th	Diminutive	Torch	1d3	1 foot square
5th–6th	Tiny	Small campfire	1d6	1 foot square
7th–8th	Small	Large campfire	2d6	1 foot square
9th–10th	Medium	Forge	3d6	1 foot square
11th–12th	Large	Bonfire	4d6	2-by-2-foot square
13th–14th	Huge	Burning shack	5d6	3-by-3-foot square
15th–16th	Gargantuan	Burning tavern	6d6	4-by-4-foot square
17th or higher	Colossal	Burning inn	7d6	5-by-5-foot square

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can increase the size of a fire you want to control by one step, up to the maximum size of fire you can control according to your manifester level.
2. For every 2 additional power points you spend, you can decrease the size of a fire you want to control by one step. You can reduce a Tiny or smaller fire to nothing, extinguishing it.

Control Light

Psychokinesis [Light]

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Nine 10-ft. cubes + three 10-ft. cubes/level

Duration: Concentration, up to 1 min./level, or 1 round; see text

Saving Throw: None

Power Resistance: No

Power Points: 1

By manipulating the ambient light level, you can decrease or increase the illumination of an area. The change in illumination can be gradual (taking as long as 1 minute) or sudden (occurring immediately when you manifest this power). You can alter the level of illumination from its original level at any time during the power's duration.

Decrease: You can decrease the illumination of an area by as little as 5% (barely perceptible) or as much as 100% (total darkness). If you decrease the light by 50% or more, the visual ability of creatures that depend on light to see declines accordingly. If you decrease the ambient light in an area by 100%, even those with lowlight vision are unable to see within the affected area. For each 25% decrease in ambient light, characters in the area gain a cumulative +1 circumstance bonus on Hide checks (to a maximum of +4 when all the light is gone).

Increase: You can increase the illumination of an area by as little as 5% (barely perceptible) or as much as 100%. If you increase the light by 50% or more, the visual ability of creatures that depend on light to see improves accordingly.

You can use this power to increase the illumination of an area by 200% (improving visual abilities accordingly), but in such a case the power's duration is only 1 round.

Control Object

Psychokinesis

Level: Kineticist 1

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One unattended object weighing up to 100 lb.

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 1

You telekinetically "bring to life" an inanimate object. Though it is not actually alive, the object moves under your control. Live vegetation cannot be controlled in this fashion, nor can already animated objects or undead. The controlled object moves like a puppet, with jerky and clumsy movements, at a speed of up to 20 feet. If its form is rigid, it makes creaking, groaning, or grating sounds as you control it.

A controlled object can attack an opponent if you direct it to do so. It has one slam attack, at a base attack bonus equal to your base attack bonus plus your Intelligence modifier. If the attack hits, it deals points of damage equal to 1d6 plus your Intelligence modifier. A controlled object has its usual hardness and hit points.

You can use this power on a nonmagical lock, making it move in such a way as to attempt to unlock itself. If another character makes an Open Lock check involving a lock that you are concentrating on controlling, the character gains a +4 bonus on the check.

Control Sound

Psychokinesis [Sonic]

Level: Psion/wilder 2

Display: Auditory; see text

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One sound or mixture of related sounds

Duration: Concentration, up to 1 min./level; see text

Saving Throw: None

Power Resistance: No

Power Points: 3

You shape and alter existing sounds. You can target one sound, such as a person speaking or singing, or a group of related sounds, such as the patter of many raindrops or the tramp of soldiers passing by. A sound as quiet as a snapping finger can be controlled. You can substitute any sound you have heard for the target sound. If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +5 circumstance bonus opposed by the intended listener's Sense Motive check to avoid arousing suspicion.

You can entirely muffle a noise or magnify a sound to such loudness that it drowns out all other conversation in the immediate area. In this way, you can provide yourself or any with a +4 circumstance bonus on Move Silently and Listen checks.

Alternatively, you can use up the power in an instant. You do this by modulating a sound into a one-time destructive impetus that shatters nonmagical/nonpsionic, unattended objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth) in the area.

Co-Opt Concentration

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 6

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 11

You take over control of a power that was manifested by the subject and that must be maintained through concentration. Once you wrest control of the power from the subject, you have several options.

- Allow the power to function as normal.
- Keep the power targeted on the subject (if a personal power) but decide how the power fulfills its function each round.
- Retarget the power on yourself (if a personal power).
- Choose not to concentrate on the co-opted power in the next round, ending the power at that point.

When the duration of *co-opt concentration* expires, the power you took control of ends (even if this would mean that the power ends earlier than normal).

Correspond

Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Mental

Manifesting Time: 10 minutes

Range: See text

Target: One creature with an Intelligence score of 3 or higher

Duration: 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 7

You forge a passive mental link with a creature with which you have previously had physical or mental contact. The subject need not be within sight or even on the same plane as you are. The subject recognizes you, and you can mentally communicate with it for the duration (though nothing forces the subject to respond to you), exchanging messages of twenty-five words or less once per round. Receiving a message is not an action and does not provoke attacks of opportunity; however, sending a message is equivalent to a standard action that can provoke attacks of opportunity.

Create Sound

Metacreativity (Creation) [Sonic]

Level: Psion/wilder 1

Display: Auditory; see text

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Sounds; see text

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the power creates when manifesting it and cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per manifester level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire lion is equal to the noise from twenty humans.

If you wish to create a specific message, up to twenty-five words can be created, and those words repeat over and over until the duration expires or the power is dismissed. If you attempt to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +2 circumstance bonus opposed by the listener's Sense Motive check to avoid arousing suspicion.

Create sound can be used to bring sounds into existence that you later manipulate by manifesting *control sound*.

Crisis of Breath

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 3

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One breathing humanoid

Duration: 1 round/level

Saving Throw: Will negates, Fortitude partial; see text

Power Resistance: Yes

Power Points: 5

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle. The subject's lungs do not automatically function again while the power's duration lasts.

If the target succeeds on a Will save when *crisis of breath* is manifested, it is unaffected by this power. If it fails its Will save, it can still continue to breathe by taking a standard action in each round to gasp for breath.

An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Will save, the subject risks blacking out from lack of oxygen. It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath. The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath.

If a subject fails a Fortitude save, it is disabled (0 hp). In the following round, it drops to -1 hit points and is dying. Curing powers or spells can revive a dying subject normally, so long as this power's duration has expired; if the power is still in effect, a revived creature is still subject to Fortitude saves in each round when it does not consciously breathe.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.
3. If you spend 6 additional power points, this power can affect up to four creatures all within a 20-ft.-radius burst.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power's save DC increases by 1.

Crisis of Life

Telepathy [Mind-Affecting, Death]

Level: Telepath 7

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Power Resistance: Yes

Power Points: 13

You interrupt the subject's autonomic heart rhythm, killing it instantly on a failed saving throw if it has 11 Hit Dice or less. If the target makes its saving throw or has more than 11 Hit Dice, it takes 7d6 points of damage.

Augment: For every additional power point you spend, this power can kill a subject that has Hit Dice equal to 11 + the number of additional points.

Crystal Shard

Metacreativity (Creation)

Level: Psion/wilder 1

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 1

Upon manifesting this power, you propel a razor-sharp crystal shard at your target. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of piercing damage.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Crystallize

Metacreativity

Level: Shaper 6

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One living creature

Duration: Permanent

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 11

You seed the subject's flesh with supersaturated crystal. In an eyeblink, the subject's form seems to freeze over, as its flesh and fluids are instantly crystallized. Following the application of this power, the subject appears lifeless. In fact, it is not dead (though no life can be detected with powers or spells that detect such).

This power has a chance of being dispelled only by a manifestor of a higher level than you when you manifested this power. When the power is dispelled, crystal melts back into flesh, and the subject is in exactly the state he was prior to being affected by *crystallize*.

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PSIONIC POWERS (D-F)

Danger Sense

Clairsentience

Level: Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 5

You can sense the presence of danger before your senses would normally allow it. Your intuitive sense alerts you to danger from traps, giving you a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to Armor Class against attacks by traps.

Augment: If you spend 3 additional power points, this power also gives you the uncanny dodge ability; if you spend 6 additional power points, this power gives you the improved uncanny dodge ability as well.

Darkvision, Psionic

Clairsentience

Level: Psion/wilder 3, psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: Psion/wilder 5, psychic warrior 3

As the *darkvision* spell, except as noted here.

Daze, Psionic

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 1

Display: Material and mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature that has 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

As the *daze* spell, except as noted here.

Augment: For every additional power point you spend, this power can affect a target that has Hit Dice equal to 4 + the additional points.

Death Urge

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 4

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You plant a hidden death-urge impulse in the subject's unconscious. On the subject's next turn, it looks for the quickest method to end its life and attempts to do so. The subject takes no other action on its turn except attempting to harm itself.

If armed, the subject attacks itself as a full-round action. The attack automatically succeeds and deals damage as a critical hit. If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, which the opponent may or may not choose to take advantage of.

If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all. A subject close to an immediate and lethal hazard such as a cliff or a fire might hurl itself off the cliff or into the fire instead of striking itself with a weapon.

Augment: For every 4 additional power points you spend, this power's save DC increases by 2 and its duration increases by 1 round.

Deceleration

Psychoportation

Level: Psion/wilder 1

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One Medium or smaller creature

Duration: 1 min./level

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 1

You warp space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent manifestation of *deceleration* on the subject does not further decrease its speed.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Decerebrate

Psychoportation [Teleportation]

Level: Psion/wilder 7

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 13

With *decerebrate*, you selectively remove a portion of the subject's brain stem. The creature loses all cerebral function, vision, hearing, and other sensory abilities, and all voluntary motor activity. The subject becomes limp and unresponsive. Without extreme measures, such as *greater restoration* or some other suitable effect of 7th level or higher, the creature perishes in 1d4 days.

Déjà Vu

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

Your mental impulse forces the subject to repeat the actions it took on its previous turn. If the situation has changed in such a way that the subject can't take the same actions again (if its foe is dead, or the subject has run out of power points, and so on), the subject stands still and takes no actions for 1 round. In any event, the subject can still defend itself, and it retains its Dexterity bonus to AC even if it stands still.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Demoralize

Telepathy [Mind-Affecting]

Level: Psion/wilder 1
Display: Mental and olfactory
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius spread centered on you
Duration: 1 min./level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

You fill your enemies with self-doubt. Any enemy in the area that fails its save becomes shaken for the duration of the power. Allies and creatures without an Intelligence score are unaffected.

Augment: For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet, and the power's save DC increases by 1.

Destiny Dissonance
Clairsentience

Level: Seer 1
Display: Material and mental
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: None
Power Resistance: Yes
Power Points: 1

Your mere touch grants your foe an imperfect, unfocused glimpse of the many possible futures in store. Unaccustomed to and unable to process the information, the subject becomes sickened for 1 round per level of the manifester.

Detect Hostile Intent
Telepathy [Mind-Affecting]

Level: Psion/wilder 2, psychic warrior 2
Display: Olfactory
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius emanation centered on you
Duration: 10 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 3

While the duration of this power lasts, you become aware of the presence of any creatures with hostile intent within 30 feet of you, and their direction from you (but not their specific location). The power detects active aggression, as opposed to vigilance. In addition, while this power is active you cannot be surprised or caught flatfooted by creatures that are susceptible to mind-affecting powers.

While under the effect of this power, you can make Sense Motive checks as a free action against anyone within 30 feet of you.

The power can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.

Detect Psionics
Clairsentience

Level: Psion/wilder 1, psychic warrior 1
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: 60 ft.
Area: Cone -shaped emanation centered on you
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Power Resistance: No

Power Points: 1

You detect psionic auras. A psionic aura is given off by any active or permanent power, or during the use of any psionic feat. Characters who have levels in a psionic class, creatures with the psionic subtype, and creatures with the Wild Talent feat possess psionic auras. The amount of information revealed by the manifestation of this power depends on how long you study a particular area or subject.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each aura. (Make one check per aura; DC 15 + power level, or 15 + one-half manifester level for an effect that is not created by a power, such as that of a psionic item.)

Psionically charged locations, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

Aura Strength: A psionic aura's strength depends on a functioning power's level or an item's manifester level. If an aura falls into more than one category, *detect psionics* indicates the stronger of the two. Detection of an overwhelming aura (see the accompanying table) dazes you for 1 round and the power ends.

Detect Psionics

Power or Item	Aura Strength			
	Faint	Moderate	Strong	Overwhelming
Functioning power (power level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Psionic item (manifester level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Lingering Aura: A psionic aura lingers after its original source dissipates (in the case of a power) or is destroyed (in the case of a psionic item). If *detect psionics* is manifested and directed at such a location, the power indicates an aura of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original strength:

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Each round, you can turn to detect psionics in a new area. You can tell the difference between magical and psionic auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Remote Viewing

Clairsentience

Level: Psion/wilder 4

Display: Mental and visual

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Power Resistance: No

Power Points: 7

You immediately become aware of any attempt to observe you by means of a clairsentience (scrying) power or divination (scrying) spell. The power's effect radiates from you and moves as you move. You know the location of every psionic or magical sensor within the power's area.

If the viewing attempt originates within the area, you also know the viewer's location. Otherwise, you and the remote viewer immediately make opposed manifester level checks (1d20 + manifester level, or viewer's caster level as appropriate). If you at least match the remote viewer's result, you get a visual image of the remote viewer and an accurate sense of the remote viewer's direction and distance from you.

Detect Teleportation

Clairsentience

Level: Nomad 1

Display: Visual

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: Concentration, up to 1 minute (D)

Saving Throw: No

Power Resistance: No

Power Points: 1

You sense the use of any effects of the teleportation subdiscipline within the area. You sense the use of these powers whether or not you have line of sight or line of effect (although a force effect prevents this detection). When you sense the use of an appropriate power, you know the direction in which the power was used, though not the distance or the exact effect.

Augment: If you spend 2 additional power points, this power's range increases to Medium (100 ft. + 10 ft./level).

Dimension Door, Psionic

Psychoportation (Teleportation)

Level: Psion/wilder 4, psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target or Targets: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Power Resistance: No and Yes (object)

Power Points: 7

As the *dimension door* spell, except as noted here.

Augment: If you spend 6 additional power points, you can manifest this power as a move action.

Dimension Slide

Psychoportation (Teleportation)

Level: Psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You; see text

Duration: Instantaneous

Power Points: 5

You instantly transfer yourself from your current location to any other spot within range to which you have line of sight. You can bring along possessions that amount to as much as a medium load, including living creatures that weigh as much as 20 pounds. Movement caused by the use of *dimension slide* does not provoke attacks of opportunity.

If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see the power simply fails to function.

Augment: If you spend 4 additional power points, you can manifest this power as a move action.

Dimension Swap

Psychoportation (Teleportation)

Level: Nomad 2, psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and one ally in range, or any two allies in range; see text

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 3

You instantly swap positions between your current position and that of a designated ally in range. Alternatively, you can swap the positions of any two allies in range. This power affects creatures of Large or smaller size. You can bring along objects, but not other creatures.

Special: A psychic warrior can manifest this power to swap positions with an ally, but not to swap the positions of two allies.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Dimensional Anchor, Psionic

Psychoporation

Level: Nomad 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 7

As the *dimensional anchor* spell, except as noted here.

Disable

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: Cone-shaped emanation centered on you

Duration: 1 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You broadcast a mental compulsion that convinces one or more creatures of 4 Hit Dice or less that they are disabled (see page 307 of the *Player's Handbook*). Creatures with the fewest HD are affected first. Among creatures with equal Hit Dice, those who are closest to the power's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Creatures that are rendered helpless or are destroyed when they reach 0 hit points cannot be affected.

Creatures affected by this power believe that they have somehow been brought to the brink of unconsciousness and must act accordingly. While it's possible for an important nonplayer character to attempt some sort of "heroic" action, common NPCs and creatures under the effect of this power typically cower or retreat.

Any creature that attempts to take a standard action immediately breaks the compulsion and can act normally. A creature that attempts to heal itself or that receives healing is likewise freed of the compulsion, and if it is not actually wounded, the healing is wasted. A creature that takes damage is also instantly freed of the compulsion (although the damage still counts against its actual current hit points).

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

In addition, for every additional power point you spend to increase the range and the save DC, this power can affect targets that have Hit Dice equal to 4 + the number of additional points.

Disintegrate, Psionic

Psychoporation

Level: Psion/wilder 6

Display: Auditory, material, and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Power Resistance: Yes

Power Points: 11

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 22d6 points of damage. Any creature reduced to 0 or fewer hit points by this power is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the power disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but not psionic effects such as a *null psionics field*. A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated. Only the first creature or object struck can be affected; that is, the ray affects only one target per manifestation.

Augment: For every additional power point you spend, the damage this power deals to a subject that fails its saving throw increases by 2d6 points. Augmenting this power does not change the amount of damage the target takes if it succeeds on its saving throw.

Dismissal, Psionic

Psychoportation

Level: Nomad 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As the *dismissal* spell, except as noted here.

Dismiss Ectoplasm

Metacreativity

Level: Psion/wilder 3

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 5

You dismiss creatures, objects, or effects composed of ectoplasm, such as astral constructs or the *ectoplasmic cocoon* power, or that were formerly composed of ectoplasm, such as items created by metacreativity (creation) powers.

An ectoplasmic creature that fails its Will saving throw dissipates into so much constituent ectoplasm, which evaporates immediately.

A creature under the effect of the *ectoplasmic form* power that fails its saving throw is either destroyed outright or physically shifted to a random location on the Astral Plane (50% chance for either result).

Other ongoing powers that create ectoplasmic objects or effects, such as *ectoplasmic cocoon*, are dismissed if you succeed on a manifester level check (1d20 + your manifester level, maximum +10) against a DC of 11 + the power's manifester level.

Dispel Psionics

Psychokinesis

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One manifester, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous or 1d4 rounds; see text

Saving Throw: None

Power Resistance: No

Power Points: 5

You can use *dispel psionics* to end ongoing powers that have been manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing powers (or at least their effects) within an area. A dispelled power ends as if its duration had expired. Some powers, as detailed in their descriptions, can't be defeated by *dispel psionics*, or can be ended only if you manifest *dispel psionics* at a high enough manifester level. *Dispel psionics* can end spell-like effects just as it does powers.

The effect of a power with an instantaneous duration can't be dispelled, because the psionic effect is already over before the *dispel psionics* can take effect.

You choose to use *dispel psionics* in one of two ways: a targeted dispel or an area dispel.

Targeted Dispel: One object, creature, or power is the target of the *dispel psionics* power. You make a dispel check (1d20 + your manifester level, maximum +10) against the power or against each ongoing power currently in effect on the object or creature. The DC for this dispel check is 11 + the power's manifester level. If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect.

If you target an object or creature that is the effect of an ongoing power or is under the effect of an ongoing power, you make a dispel check to end the power or its effect. If the object that you target is a psionic item, you make a dispel check against the item's manifester level. If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonpsionic for the duration of the effect. An interdimensional interface is temporarily closed. A psionic item's physical properties are unchanged: A suppressed psionic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal power such as this.

You automatically succeed on your dispel check against any power that you manifested yourself.

Area Dispel: When *dispel psionics* is used in this way, the power affects everything within a 20-foot radius. For each creature within the area that is the subject of one or more powers, you make a dispel check against the power with the highest manifester level. If that check fails, you make dispel checks against progressively weaker powers until you dispel one power (which discharges the *dispel psionics* power so far as that target is concerned) or until you fail all your checks. The creature's psionic items are not affected.

For each object within the area that is the target of one or more powers, you make dispel checks as with creatures. Psionic items are not affected by an area dispel.

For each ongoing area or effect power whose point of origin is within the area of the *dispel psionics* power, you can make a dispel check to dispel the power.

For each ongoing power whose area overlaps that of the *dispel psionics* power, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing power is in the area, you can make a dispel check to end the power that created that object or construct in addition to attempting to dispel powers targeting the creature or object. You can choose to automatically succeed on dispel checks against any power that you have manifested.

Augment: For every additional power point you spend, the bonus on your dispel check increases by 2 (to a maximum bonus of +20 for a 5-point expenditure).

DisPELLING BUFFER

Psychokinesis

Level: Kineticist 6, psychic warrior 6

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels); see text

Target: You or one willing creature or one object (object weighing up to 100 lb./level); see text

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: Yes (harmless, object)

Power Points: 11

You create a psychokinetic shield around the subject that improves the chance that any powers affecting the subject will resist a *dispel psionics* power (or a *dispel magic* spell) or a negation effect that targets a specific power (such as *shatter mind blank*). When *disPELLING BUFFER* is manifested on a creature or object, add +5 to the DC of the dispel check for each ongoing effect that is subject to being dispelled.

Dispel psionics can negate *disPELLING BUFFER*, but against a targeted dispel, *disPELLING BUFFER* is always checked last (with the same +5 bonus). Against an area dispel, *disPELLING BUFFER* is checked in the order according to its level (with the same +5 bonus).

Special: When a psychic warrior manifests this power, the range is personal and the target is the manifester.

Dissipating Touch

Psychoporation (Teleportation)

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes (object)

Power Points: 1

Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. This effect is disruptive; thus, your successful melee touch attack deals 1d6 points of damage.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points.

Dissolving Touch

Psychometabolism [Acid]

Level: Psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

Your touch, claw, or bite is corrosive, and sizzling moisture visibly oozes from your natural weapon or hand. You deal 4d6 points of acid damage to any creature or object you touch with your successful melee touch attack. Acid you secrete denatures 1 round after use, losing all efficacy and ability to deal damage. You are immune to your own acid.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Dissolving Weapon

Psychometabolism [Acid]

Level: Psychic warrior 2

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: One held weapon; see text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

As *dissolving touch*, except your weapon is charged with acid until you make a successful attack.

Distract

Telepathy [Mind-Affecting]

Level: Psion/wilder 1, psychic warrior 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You cause your subject's mind to wander, distracting her. Subjects under the effect of *distract* make all Listen, Spot, Search, and Sense Motive checks at a -4 penalty.

Divert Teleport

Psychoportation (Teleportation)

Level: Psion/wilder 7

Display: Visual

Manifesting Time: 1 immediate action; see text

Range: Medium (100 ft. + 10 ft./level)

Area: A circle, centered on you, with a radius of 50 ft. + 10 ft./level

Effect: Diverts the teleportation of any object or creature whose weight does not exceed your maximum load

Duration: 10 min./level (D)

Saving Throw: Will negates (foils diversion)

Power Resistance: Yes (foils diversion)

Power Points: 13

Similar to *detect teleportation*, except that you know the intended destination, and you can divert the final destination of any teleportation attempt made by others within the area. This is an immediate action, like manifesting a quickened power, and counts toward the limit of one quickened power per round. You can manifest this power even if it is not your turn.

You can divert the destination of both incoming and outgoing teleportations, psionic and magical. You must overcome the power resistance of creatures that possess it to make a successful diversion, and the teleporting creature can make a Will save to foil the diversion as well.

For the purpose of this power, “divert” means you choose the actual destination of any teleportation attempt you can affect, as if you yourself were teleporting to that location, regardless of the teleportation range of the effect you are diverting. The destination you choose must be a location with which you are very familiar or that you have studied carefully.

Divination, Psionic

Clairsentience

Level: Psion/wilder 4

Display: Mental and visual

Manifesting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 7

As the *divination* spell, except as noted here.

Dominate, Psionic

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 4

Display: Mental

Manifesting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid

Duration: Concentration

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As the *dominate person* spell, except as noted here.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

3. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

In addition, for every 2 additional power points you spend to achieve any of these effects, this power’s save DC increases by 1.

Dream Travel

Psychoportation

Level: Nomad 7

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Targets: You and touched creature or creatures (up to one/level)

Duration: 1 hour/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

You and any creature you touch are drawn along a crystal arc of reverie to the edge of conscious thought and into the region of dreams. You can take more than one creature along with you (subject to your level limit), but each one must be touching another one. You physically enter the land of dreams, leaving nothing behind.

In the region of dreams, you move through a menagerie of thoughts, desires, and phantoms created by the minds of dreamers everywhere. For every minute you move through dream, you can “wake” to find yourself five miles displaced in the waking world. Thus, a character can use this power to travel rapidly by physically entering where only dreams normally prowl, moving the desired distance, and then stepping back into the waking world. You know where you will come out in the waking world.

Dream travel can also be used to travel to other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where you are subject to the vagaries of many dream realities—a potentially perilous proposition.

Transferring to another plane of existence in this fashion requires 1d4 hours of uninterrupted travel.

Any creatures that come along when *dream travel* is manifested also make the transition to the borders of unconscious thought. A creature separated from you wanders off into the dreamscape. When the duration ends, all affected creatures return to the waking world as much as 1,000 miles ($d\% \times 10$) from their starting point. If a creature remains in the dreamscape, it is powerless to leave unless it can manifest the *dream travel* power itself or someone who manifests the power seeks out the lost creature.

Augment: For every 2 additional power points you spend, this power’s save DC increases by 1.

Duodimensional Claw

Psychometabolism

Level: Psychic warrior 3

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 5

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to improve that weapon. One of your claws becomes two-dimensional, making it razorsharp. The weapon is now psionically keen, increasing its threat range from 20 to 19–20. This benefit does not stack with other effects that improve a weapon’s threat range.

The third spatial component of your hand still exists but is temporarily shunted into the Ethereal Plane, so against ethereal or incorporeal targets this power is ineffective.

Ecto Protection

Metacreativity

Level: Psion/wilder 1

Display: Visual; see text

Manifesting Time: 1 standard action; see text

Range: Close (25 ft. + 5 ft./2 levels)

Target: An astral construct you manifest

Duration: 1 min./level

Saving Throw: None

Power Resistance: No

Power Points: 1

This power reinforces an astral construct created by the *astral construct* power, giving you a +1 bonus on any manifester level checks you make to protect it against *dispel psionics* or a similar effect, and a +1 bonus on its saving throw to resist *dismiss ectoplasm*. This power can be manifested as a swift action in the same round that you manifest an astral construct, as long as the power points you spend to perform both actions does not exceed your manifester level.

Augment: For every 2 additional power points you spend, your bonus on manifester level checks to protect your astral construct increases by 1, and your astral construct's bonus on its saving throw to resist *dismiss ectoplasm* increases by 1.

Ectoplasmic Cocoon

Metacreativity

Level: Shaper 3

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 5

You draw writhing strands of ectoplasm from the Astral Plane that wrap up the subject like a mummy. The subject can still breathe but is otherwise helpless, unable to see outside the cocoon, speak, or take any physical actions. The subject's nostrils are clear (air passes through the cocoon normally). The subject can execute purely mental actions (such as manifesting powers or casting spells with no verbal, somatic, or material components).

Cutting or damaging the cocoon can free a victim. The cocoon has hardness 8 and 20 hit points. Teleportation and other forms of travel provide a means of escape, but the cocoon extends into the Ethereal Plane, blocking ethereal travel. An *ectoplasmic cocoon* can't be affected by *dispel psionics*, but it can be dismissed with *dismiss ectoplasm*, or otherwise destroyed by extreme measures or items.

The creature within the cocoon is visible only as a vague shape (substantial enough to interrupt line of sight) and cannot be directly harmed or interacted with unless the cocoon is destroyed. The cocooned creature can be moved normally (the weight of the cocoon is negligible).

A creature that is cocooned while aloft begins to fall immediately, and a creature that is cocooned while swimming or underwater may drown.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 2 additional power points you spend, this power can affect a target one size category larger.

Ectoplasmic Cocoon, Mass

Metacreativity

Level: Shaper 7

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: 1 hour/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 13

As *ectoplasmic cocoon*, except you can cocoon several creatures (or a single big creature that fits in a 20-foot radius sphere or hemisphere) in a mass of writhing ectoplasm. Targets entirely within the area who fail their save are caught and cocooned. If a creature's body is only partially within the area, this power does not affect that creature.

Augment: For every 2 additional power points you spend, the radius of this power's area increases by 5 feet.

Ectoplasmic Form

Psychometabolism

Level: Egoist 3, psychic warrior 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 5

You and all your gear become a partially translucent mass of rippling ectoplasm that generally conforms to your normal shape. You gain damage reduction 10/psionics, and you gain immunity to poison and critical hits. Your material armor (including *inertial armor*) becomes meaningless, although your size, Dexterity, deflection bonuses, and armor bonuses from force effects (such as those gained by *inertial armor*) still apply to your Armor Class.

You can manifest powers while in *ectoplasmic form*, but you must make a Concentration check (DC 20 + power level) for each power you attempt to manifest.

You cannot physically attack, you lose supernatural abilities (if any), and you can't speak while in *ectoplasmic form*. You can't run, but you can fly at a speed of 20 feet (perfect). You can pass through small holes or narrow openings, even mere cracks, with all you were wearing or holding in your hands. You are subject to the effects of wind, and you can't enter water or other liquid. You also can't manipulate objects or activate items, even those carried along with you. Continuously active items remain active, though in some cases their effects may be moot (such as items that provide armor or natural armor bonuses).

Ectoplasmic Shambler

Metacreativity (Creation)

Level: Psion/wilder 5

Display: Auditory, material, and olfactory; see text

Manifesting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: One ectoplasmic manifestation of a size equal to ten 10-ft. cubes (S)

Duration: 1 min./level

Saving Throw: None

Power Resistance: No

Power Points: 9

You fashion an ephemeral, manylegged mass of pseudo-living ectoplasm called an ectoplasmic shambler. You can direct the shambler as a free action. It has a speed of 10 feet. It can completely surround objects (and opponents) over which it is manifested or onto which it moves, because it has the consistency of thick mist. The vision of those within the shambler is limited to 5 feet, and manifesting powers (or casting spells) within the shambler is difficult due to the constant turbulence felt by those caught in the shambler's form.

Creatures enveloped by the shambler, regardless of Armor Class, take 1 point of damage for every two manifester levels you have in each round they become or remain within the roiling turbulence of the shambler. Anyone trying to manifest a power must make a Concentration check (DC 15 + power's or spell's level) to successfully manifest a power or cast a spell inside the shambler.

A wind stronger than 20 miles per hour that blows against the shambler reduces its speed to 0 feet during the first round, and in subsequent rounds moves it in the direction of the wind at a speed of 5 feet. A wind stronger than 20 miles per hour that blows in the direction the shambler travels increases its speed to 15 feet.

Ego Whip

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half; see text

Power Resistance: Yes

Power Points: 3

Your rapid mental lashings assault the ego of your enemy, debilitating its confidence. The target takes 1d4 points of Charisma damage, or half that amount (minimum 1 point) on a successful save. A target that fails its save is also dazed for 1 round.

Augment: For every 4 additional power points you spend, this power's Charisma damage increases by 1d4 points and its save DC increases by 2.

Elfsight

Psychometabolism

Level: Psion/wilder 2, psychic warrior 1

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: Psion/wilder 3, psychic warrior 1

You gain low-light vision (as an elf) for the duration of the power, as well as a +2 bonus on Search and Spot checks. In addition, you gain the ability to notice secret or concealed doors by merely passing within 5 feet of one, getting to make a Search check as if you were actively looking for it.

If *elfsight* is used in conjunction with *my light*, the cone of light extends out to 40 feet instead of 20 feet.

Empathic Feedback

Telepathy [Mind-Affecting]

Level: Psion/wilder 4, psychic warrior 3

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: Psion/wilder 7, psychic warrior 5

You empathically share your pain and suffering with your attacker. Each time a creature strikes you in melee, it takes damage equal to the amount it dealt to you or 5 points, whichever is less. This damage is empathic in nature, so powers and abilities the attacker may have such as damage reduction and regeneration do not lessen or change this damage. The damage from *empathic feedback* has no type, so even if you took fire damage from a creature that has immunity to fire, *empathic feedback* will damage your attacker.

Augment: For every additional power point you spend, this power's damage potential increases by 1 point.

Empathic Transfer

Psychometabolism

Level: Egoist 2, psychic warrior 2

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: Instantaneous

Power Points: 3

You heal another creature's wounds, transferring some of its damage to yourself. When you manifest this power, you can heal as much as $2d10$ points of damage. The target regains a number of hit points equal to the dice result, and you lose hit points equal to half of that amount. (This loss can bring you to 0 or fewer hit points.) Powers and abilities you may have such as damage reduction and regeneration do not lessen or change this damage, since you are taking the target's pain into yourself in an empathic manner. The damage transferred by this power has no type, so even if you have immunity to the type of damage the target originally took, the transfer occurs normally and deals hit point damage to you.

Alternatively, you can use this power to absorb one poison or one disease afflicting the target creature into yourself. When you absorb a poison or disease, you do not take any of the damage previously dealt to the target by the affliction, but you do assume the burden of making the secondary and/or continuing Fortitude saves to combat the affliction.

Finally, you can use this power to transfer up to 1 point of ability damage per manifest level from the target to yourself.

Augment: For every additional power point you spend, you can heal an additional $2d10$ points of damage (to a maximum of $10d10$ points per manifestation).

Empathic Transfer, Hostile

Telepathy [Mind-Affecting]

Level: Telepath 3, psychic warrior 3

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 5

You transfer your hurt to another. When you manifest this power and then make a successful touch attack, you can transfer 50 points of damage (or less, if you choose) from yourself to the touched creature. You immediately regain hit points equal to the amount of damage you transfer.

You cannot use this power to gain hit points in excess of your full normal total. The transferred damage is empathic in nature, so powers and abilities the subject may have such as damage reduction and regeneration do not lessen or change this damage. The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals hit point damage to the subject.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, you can transfer an additional 10 points of damage (maximum 90 points per manifestation).
2. If you spend 6 additional power points, this power affects all creatures in a 20-foot-radius spread centered on you.

Empathy

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

You detect the surface emotions of any creature you can see that is in the power's area. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived.

You gain a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that you make in the round when you cease concentrating on this power.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, this power's range and the radius of its area increases by 5 feet.
2. If you spend 2 additional power points, this power's maximum duration increases to 1 hour/level.

Empty Mind

Telepathy [Mind-Affecting]

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

You empty your mind of all transitory and distracting thoughts, improving your self-control. You gain a +2 bonus on all Will saves until your next action.

You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it is not your turn.

Augment: For every 2 additional power points you spend, the bonus on your Will saves increases by 1.

Energy Adaptation

Psychometabolism [see text]

Level: Psion/wilder 4, psychic warrior 4

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 7

Your body assimilates some of the effect of an energy attack and converts it to harmless light. You gain resistance 10 against any attack that deals acid, cold, electricity, fire, or sonic damage.

When you absorb damage, you can choose to radiate visible light that illuminates a 60-foot radius for a number of rounds equal to the points of damage you successfully resisted, or merely dissipate the energy without giving off a visual display.

The energy resistance provided by this power increases to 20 points at 9th manifester level and to a maximum of 30 points at 13th level. The power protects your equipment as well.

The resistance provided by this power does not stack with other forms of energy resistance.

This power's subtype is the same as the type of damage it protects against.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

Energy Adaptation, Specified

Psychometabolism [see text]

Level: Psion/wilder 2, psychic warrior 2

Power Points: 3

As *energy adaptation*, except you must choose one type of energy to which you gain resistance when this power is manifested.

This power's subtype is the same as the type of damage it protects against.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

Energy Ball

Psychokinesis [see text]

Level: Kineticist 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 7

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an explosion of energy of the chosen type that deals 7d6 points of damage to every creature or object within the area. The explosion creates almost no pressure.

Cold: A ball of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold ball* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ball of this energy type deals +1 point of damage per die.

Sonic: A ball of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Bolt

Psychokinesis [see text]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 120 ft.

Area: 120-ft. line

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of energy of the chosen type that deals 5d6 points of damage to every creature or object within the area. The beam begins at your fingertips.

Cold: A bolt of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold bolt* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a bolt of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A bolt of this energy type deals +1 point of damage per die.

Sonic: A bolt of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Burst

Psychokinesis [see text]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an explosion of unstable ectoplasmic energy of the chosen type that deals 5d6 points of damage to every creature or object within the area. The explosion creates almost no pressure. Since this power extends outward from you, you are not affected by the damage.

Cold: A burst of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold burst* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a burst of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A burst of this energy type deals +1 point of damage per die.

Sonic: A burst of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Cone

Psychokinesis [see text]

Level: Kineticist 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a cone of energy of the chosen type, extending outward from your hand, that deals 5d6 points of damage to every creature or object within the area.

Cold: A cone of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold cone* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a cone of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A cone of this energy type deals +1 point of damage per die.

Sonic: A cone of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Energy Conversion

Psychometabolism [see text]

Level: Psion/wilder 7

Display: Mental

Manifesting Time: 1 standard action

Range: Personal and close (25 ft. + 5 ft./2 levels); see text

Effect: Ray; see text

Duration: 10 min./level

Saving Throw: None

Power Resistance: Yes

Power Points: 13

As *energy adaptation*, except that instead of radiating away energy as light, you store up the energy and can later discharge it as a ray. To discharge a ray requires a standard action. You can choose to fire any number of rays during the power's duration. The ray you fire must be of one of the energy types you have stored (if you have stored more than one type, you can choose what kind of energy to use for each ray). If a ray successfully strikes its target (requiring a ranged touch attack), the target takes damage equal to the amount of energy damage of that type you have stored, up to a maximum of three times your manifester level. As long as this power remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage.

This power's subtype is the same as the type of energy you discharge in a ray; thus, its subtype can change during the course of the power's duration.

Energy Current

Psychokinesis [see text]

Level: Kineticist 5

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any two creatures no more than 15 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 9

Upon manifesting this power, you choose cold, electricity, fire, or sonic. Your body's psionically fueled bioenergetic currents produce an arc of energy of the chosen type that targets a creature you designate as the primary foe for 9d6 points of damage in every round when the power remains in effect. Energy also arcs off the primary foe to strike one additional foe that is initially within 15 feet of the primary foe, or that subsequently moves within 15 feet of the primary foe while the duration lasts. Secondary foes take half the damage that the primary foe takes in every round while the duration lasts.

Should either the primary or secondary foe fall to less than 0 hit points (or should a target completely evade the effect with a special ability or power), the *energy current*'s arc randomly retargets another primary and/or secondary foe while the duration lasts. Targeted foes can move normally, possibly moving out of range of the effect, but each round they are targeted and remain in range they must make a saving throw to avoid taking full damage in that round.

Concentrating to maintain *energy current* is a full-round action. If you take damage while maintaining *energy current*, you must make a successful Concentration check (DC 10 + damage dealt) to avoid losing your concentration on the power.

Cold: A current of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold current* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a current of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A current of this energy type deals +1 point of damage per die.

Sonic: A current of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

2. For every 4 additional power points you spend, this power can affect an additional secondary target. Any additional secondary target cannot be more than 15 feet from another target of the power.

Energy Missile

Psychokinesis [see text]

Level: Kineticist 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Targets: Up to five creatures or objects; no two targets can be more than 15 ft. apart.

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful missile of energy of the chosen type at your foe. The missile deals 3d6 points of damage to each creature or object you target, to the maximum of five targets. You cannot hit the same target multiple times with the same manifestation of this power.

Cold: A missile of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold missile* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a missile of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A missile of this energy type deals +1 point of damage per die.

Sonic: A missile of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6) and its save DC increases by 1.

Energy Push

Psychokinetic [see text]

Level: Psion/wilder 2

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You project a solid blast of energy of the chosen type at a target, dealing it 2d6 points of damage. In addition, if a subject of up to one size category larger than you fails a Strength check (DC equal to the save DC of this power), the driving force of the energy blast pushes it back 5 feet plus another 5 feet for every 5 points of damage it takes. If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact (no save). The movement caused by *energy push* does not provoke attacks of opportunity.

Cold: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points). The saving throw to reduce damage from a *cold push* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a blast of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A blast of this energy type deals +1 point of damage per die (damage from impact remains at 2d6 points).

Sonic: A blast of this energy type deals -1 point of damage per die (damage from impact remains at 2d6 points) and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 2 additional power points you spend, this power's damage increases by one die (d6) and its save DC increases by 1. The damage increase applies to both the initial blast and any damage from impact with an object.

Energy Ray

Psychokinesis [see text]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a ray of energy of the chosen type that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray.

Cold: A ray of this energy type deals +1 point of damage per die.

Electricity: Manifesting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ray of this energy type deals +1 point of damage per die.

Sonic: A ray of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6).

Energy Retort

Psychokinesis [see text]

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal and close (25 ft. + 5 ft./2 levels); see text

Targets: You and creature or object attacking you; see text

Duration: 1 min./level

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You weave a field of potential energy of the chosen type around your body. The first successful attack made against you in each round during the power's duration prompts a response from the field with out any effort on your part. The attack may be physical, the effect of a power, or the effect of a spell (including spell-like, supernatural, and extraordinary abilities). An "ectoburst" discharges from the field, targeting the source of the attack and dealing 4d6 points of damage of the chosen energy type. To be affected, a target must be within close range, you must have line of sight and line of effect to it, and you must be able to identify the source of the attack. The ectoburst is a ranged touch attack made using your base attack bonus plus your key ability modifier for your manifesting class.

Cold: A field of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold retort* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a field of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A field of this energy type deals +1 point of damage per die.

Sonic: A field of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Energy Stun

Psychokinesis [see text]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 3

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a powerful stroke of the chosen energy type that encircles all creatures in the area, dealing 1d6 points of damage to each of them. In addition, any creature that fails its save for half damage must succeed on a Will save or be stunned for 1 round.

Cold: A stroke of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold stun* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a stroke of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A stroke of this energy type deals +1 point of damage per die.

Sonic: A stroke of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6) and its save DC increases by 1.

Energy Wall

Metacreativity (Creation) [see text]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Area: An opaque sheet of energy up to 20 ft. long/level or a ring of energy with a radius of up to 5 ft./2 levels

Duration: Concentration + 1 round/ level

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: No

Power Points: 5

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create an immobile sheet of energy of the chosen type formed out of unstable ectoplasm. One side of the wall, selected by you, sends forth waves of energy, dealing 2d6 points of damage to creatures and objects within 10 feet and 1d6 points of damage to those beyond 10 feet but within 20 feet. In addition, anyone passing though the *energy wall* takes 2d6 points of damage +1 point per manifester level (maximum +20).

If you manifest the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

If you manifest this power in the form of a ring of energy, you choose whether the waves of energy radiate inward or outward from the ring.

Cold: A sheet of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold wall* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a sheet of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A sheet of this energy type deals +1 point of damage per die.

Sonic: A sheet of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Energy Wave

Psychokinesis [see text]

Level: Psion/wilder 7

Display: Auditory

Manifesting Time: 1 standard action

Range: 120 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Power Points: 13

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create a flood of energy of the chosen type out of unstable ectoplasm that deals 13d6 points of damage to each creature and object in the area. This power originates at your hand and extends outward in a cone.

Cold: A wave of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold wave* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a wave of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A wave of this energy type deals +1 point of damage per die.

Sonic: A wave of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, this power's damage increases by one die (d6). For each extra two dice of damage, this power's save DC increases by 1.

Entangling Ectoplasm

Metacreativity (Creation)

Level: Psion/wilder 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Medium or smaller creature

Duration: 5 rounds

Saving Throw: None

Power Resistance: No

Power Points: 1

You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack at any creature in range. On a successful hit, the subject is covered in goo and becomes entangled. The goo evaporates at the end of the power's duration.

Augment: For every 2 additional power points you spend, this power can affect a target one size category larger.

Eradicate Invisibility

Psychokinesis

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: 50 ft.

Targets: You and all invisible creatures and objects in a 50-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 5

You radiate a psychokinetic burst that disrupts and negates all types of invisibility (though this power can't negate the effect of *cloud mind*). Any creature that fails its save to avoid the effect loses its invisibility.

Creatures that are naturally invisible, such as an invisible stalker, are revealed as a dim outline for 1 round (until the beginning of your next turn) and do not have total concealment during this period.

Augment: For every additional power point you spend, this power's range and the radius of the burst in which it functions both increase by 5 feet.

Escape Detection

Clairsentience

Level: Psychic warrior 3, seer 3

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Power Points: 5

You (plus all your gear and any objects you carry) become difficult to detect by clairsentience powers such as *clairvoyant sense*, *remote viewing*, and *psionic true seeing*. If a clairsentience power or similar effect is attempted against you, the manifester of the power must succeed on a manifester level check (1d20 + manifester level, or caster level if the opponent is not a manifester) against a DC of 13 + your manifester level (maximum +10).

Ethereal Jaunt, Psionic

Psychoportation

Level: Nomad 7

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 13

As the *ethereal jaunt* spell, except as noted here.

Etherealness, Psionic

Psychoportation

Level: Psion/wilder 9

Manifesting Time: 1 standard action

Range: Touch

Targets: You and one other touched willing creature/three levels; all targets must be joined by linked hands

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 17

As the *etherealness* spell, except as noted here.

Evade Burst

Psychometabolism

Level: Psion/wilder 7, psychic warrior 3

Display: Material

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: Psion/wilder 13, psychic warrior 5

You throw off a faux ectoplasmic shell, allowing you to slide out of range of a damaging effect. When you manifest this power in conjunction with making a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage.

You can manifest this power with an instant thought, quickly enough to save yourself if you unexpectedly come within range of a dangerous effect. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can even manifest this power when it isn't your turn.

Augment: If you spend 4 additional power points, you take only half damage on a failed Reflex save.

Exhalation of the Black Dragon

Psychometabolism [Acid]

Level: Psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 5

You spit forth vitriolic acid, originating from your mouth, at your target. If you succeed on a ranged touch attack, the target takes 3d6 points of acid damage.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Expansion

Psychometabolism

Level: Psychic warrior 1

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round./level (D)

Power Points: 1

This power causes instant growth, doubling your height, length, and width and multiplying your weight by 8. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -1 size penalty on attack rolls, and a -1 size penalty to Armor Class due to your increased size.

If your new size is Large or larger, you have a space of at least 10 feet and a natural reach of at least 10 feet. This power doesn't change your speed. If insufficient room is available for the desired growth, you attain the maximum possible size and can make a Strength check (using your increased Strength score) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—you cannot crush yourself to death by increasing your size.

All your equipment, worn or carried, is similarly expanded by this power. Melee and projectile weapons deal more damage.

Other psionic or magical properties are not affected by this power. Any affected item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple effects that increase size do not stack, which means (among other things) that you can't use a second manifestation of this power to further expand yourself.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 6 additional power points, this power increases your size by two size categories instead of one. You gain a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum effective Dexterity score of 1), a -2 size penalty on attack rolls, and a -2 size penalty to Armor Class due to your increased size.
2. If you spend 6 additional power points, you can manifest this power as a swift action instead of a standard action.
3. If you spend 2 additional power points, this power's duration is 1 minute per level rather than 1 round per level.

Fabricate, Psionic

Metacreativity (Creation)

Level: Shaper 4

Display: Material

Manifesting Time: See spell text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level; see spell text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

As the *fabricate* spell, except as noted here.

Fabricate, Greater Psionic

Metacreativity (Creation)

Level: Shaper 6

Target: Up to 100 cu. ft./level

Power Points: 11

As *psionic fabricate*, except ten times as much material is affected by the power.

False Sensory Input

Telepathy [Mind-Affecting]

Level: Telepath 3

Display: Mental

Manifesting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You have a limited ability to falsify one of the subject's senses. The subject thinks she sees, hears, smells, tastes, or feels something other than what her senses actually report. You can't create a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can replace the specifics of one sensation with different specifics. For instance, you could make a human look like a dwarf (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on.

You can switch between senses you falsify round by round. You can't alter the size of an object by more than 50% by using this power. Thus, you couldn't make a castle look like a hovel, but you could make it look like a different castle, or a rough hillock of approximately the same size. If this power is used to distract an enemy manifester who is attempting to use his powers, the enemy must make a Concentration check as if being grappled or pinned.

Because you override a victim's senses, you can fool a victim who is using *true seeing* or some other method of gathering information, assuming you know that the victim is actively using such an effect and you can maintain concentration.

Augment: For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Far Hand

Psychokinesis

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: A nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration, up to 1 min.

Saving Throw: None

Power Resistance: No

Power Points: 1

You can mentally lift and move an object at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the power ends if the distance between you and the object exceeds the power's range.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's range increases by 5 feet.

2. For every additional power point you spend, the weight limit of the target increases by 2 pounds.

Fate Link

Clairsentience

Level: Seer 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any two living creatures that are initially no more than 30 ft. apart.

Duration: 10 min./level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

You temporarily link the fates of any two creatures, if both fail their saving throws. If either linked creature experiences pain, both feel it. When one loses hit points, the other loses the same amount. If one takes nonlethal damage, so does the other. If one creature is subjected to an effect to which it is immune (such as a type of energy damage), the linked creature is not subjected to it either. If one dies, the other must immediately succeed on a Fortitude save against this power's save DC or gain two negative levels.

No other effects are transferred by the *fate link*.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fate of One

Clairsentience

Level: Seer 7

Display: Mental and visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 13

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check. Whatever the result of the reroll, you must use it even if it is worse than the original roll.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. If you use the power to reroll a saving throw, you can manifest this power even when it is not your turn.

Feat Leech

Clairsentience

Level: Psion/wilder 2, psychic warrior 2

Display: Mental and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 3

You can use another's psionic or metapsionic feats for yourself. You make a melee touch attack against a target. If successful, you immediately are familiar with the target's psionic and metapsionic feats, if any, and you can choose a number of these feats to "leech" equal to your Wisdom modifier (minimum one).

While the power lasts, you are treated as if you possessed the stolen feats, despite the fact that you have more feats than normally allowed. During this same period, the target can make no use of the stolen feats. When the power's duration expires, you lose access to the feats, and the target gains immediate use of them. This transfer occurs regardless of the distance between you and the target.

If the duration of *feat leech* is extended by the use of a metapsionic feat, the target gains a Will saving throw every 10 minutes beyond the normal duration. If this save succeeds, the power's duration ends. If the target is killed before the duration expires, you immediately lose the benefit of the stolen feats.

You cannot steal a feat for which you do not meet the prerequisites, if any. However, you can use a stolen feat as the prerequisite for another stolen feat.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fiery Discorporation

Psychokinesis [Fire]

Level: Kineticist 5

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous and up to one day; see text

Power Points: 9

You use your mastery of energy to cheat death. If you are within 30 feet of an open flame, you can use this power. Any damage that would reduce you to 0 hit points or lower instead has a chance to disintegrate you. You attempt a Will save (DC 5 + damage dealt); if it succeeds, you simply break apart into dozens of flitting tongues of flame and vanish, along with all your gear and anything you are holding or carrying.

One day later, you reappear adjacent to an open flame nearest to the place where you disintegrated, seeming to materialize from the fire (you choose where you appear along the perimeter of that open flame). While disintegrated, you do not exist—you can do nothing, nor can any of your enemies do anything to you.

Augment: For every 3 additional power points you spend, you gain a +1 bonus on your Will save to determine whether you disintegrate.

Fission

Psychometabolism

Level: Egoist 7

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Effect: Duplicate of yourself

Duration: 1 round/level (D)

Power Points: 13

You can divide yourself, creating a duplicate that comes into existence 5 feet away. Your duplicate thinks and acts exactly as you do and follows your orders, although it will not do anything you wouldn't do yourself. Your duplicate has all your abilities but none of your psionic or magical equipment (it does possess a duplicate of all your mundane equipment, clothing, armor, and implements, as well as mundane versions of any psionic or magical equipment you have). You and your duplicate evenly split your power points, your remaining usages of pertinent special abilities for the day, and so on. You retain your psionic focus, if you maintain such when this power is manifested. Treat your duplicate as yourself with two negative levels for the purpose of determining the powers to which the duplicate has access (while the duration of this power lasts, those negative levels cannot be removed by any means). Your duplicate has all other physical traits you had at the time you manifest this power. Powers, spells, or other effects affecting you when you manifest this power do not transfer to your duplicate.

When the duration expires or when you dismiss the power, you and your duplicate rejoin, no matter how far from each other you are. You gain back any power points the duplicate has not spent. At the time of rejoining, you take half of the damage

your duplicate has taken since this power was manifested. This damage could potentially leave you with negative hit points, but it can't reduce your hit points to less than -9.

If your duplicate dies before the duration expires, no rejoicing occurs, and you gain one negative level. If you die, your duplicate remains in existence, and is for all intents you, but with two negative levels. (Once the duration expires, one of the negative levels immediately converts to one lost level; the other negative level can be removed by standard means.)

You can have only one *fissioned* duplicate in existence at one time; your duplicate cannot use this power. You cannot use *fusion* or *metaconcert* with a duplicate, or share any other power or effect that pools abilities (the sum of you and you is still just you). Similarly, attempting to use powers such as *claws of the vampire* or *vampiric blade* to hurt your duplicate only damages your duplicate; these powers do not heal you. *Empathic transfer* and similar powers are likewise ineffective (transferring wounds to yourself isn't a good healing strategy).

All powers affecting a *fissioned* creature, either the original or the duplicate, end when the *fission* ends. All damage, including hit point damage, ability damage, ability drain, and ability burn damage, is added together.

Float

Psychoportation

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 1

You mentally support yourself in water or similar liquid. You can swim at a speed of 10 feet using the power alone, or use it to boost your swim speed by 10 feet.

Fly, Psionic

Psychoportation

Level: Nomad 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 7

As the *fly* spell, except as noted here.

Force Screen

Psychokinesis [Force]

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

You create an invisible mobile disk of force that hovers in front of you. The *force screen* provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the *force screen* is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.

Form of Doom

Psychometabolism

Level: Psychic warrior 6

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 round/level (D)

Power Points: 11

You wrench from your subconscious a terrifying visage of deadly hunger and become one with it. You are transformed into a nightmarish version of yourself, complete with an ooze-sleek skin coating, lashing tentacles, and a fright-inducing countenance. You effectively gain a +10 bonus on Disguise checks, though you retain your basic shape and can continue to use your equipment. This power cannot be used to impersonate someone; while horrible, your form is recognizably your own. You gain the frightful presence extraordinary ability, which takes effect automatically when you charge a foe. Opponents within 30 feet of you that have fewer Hit Dice or levels than you and that witness your charge become shaken for 5d6 rounds if they fail a Will save (DC 16 + your Cha modifier). An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Your horrific form grants you a natural armor bonus of +5, damage reduction 5/–, and a +4 bonus to your Strength score. In addition, you gain +10 feet to your land speed as well as a +10 bonus on Climb and Jump checks.

A nest of violently flailing black tentacles sprout from your hair and back. You can make up to four additional attacks with these tentacles in addition to your regular melee attacks in each round that you take a full attack action. You can make tentacle attacks within the space you normally threaten. If you make your tentacle attacks in addition to your regular melee attacks, each tentacle attacks at your highest base attack bonus with a –5 penalty. If you forgo all your other attacks, making only tentacle attacks, you make your tentacle attacks at your highest base attack bonus with no penalty. These tentacles deal 2d8 points of damage plus one-half your Strength bonus on each successful strike.

This power functions only while you inhabit your base form (for instance, you can't be metamorphed or polymorphed into another form, though you can use *breath of the black dragon*, *claws of the beast*, and *bite of the wolf* in conjunction with this power for your regular attacks), and while your mind resides within your own body.

Augment: For every additional power point you spend, this power's duration increases by 2 rounds.

Freedom of Movement, Psionic

Psychoporation

Level: Psion/wilder 4, psychic warrior 4

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 7

As the *freedom of movement* spell, except as noted here.

Fuse Flesh

Psychometabolism

Level: Psion/wilder 6

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates and Fortitude partial; see text

Power Resistance: Yes

Power Points: 11

You cause the touched subject's flesh to ripple, grow together, and fuse into a nearly seamless whole. The subject is forced into a fetal position (if humanoid), with only the vaguest outline of its folded arms and legs visible below the all-encompassing wave of flesh. The subject retains the ability to breathe, eat, and excrete, but may lose the use of its senses (see below). If the sudden transformation would prove fatal to the creature (such as fusing a swimming airbreathing subject, or a flying subject), the subject gets a +4 bonus on the save. Unless it loses the use of its senses (see below), the creature can still perform purely mental actions, such as manifesting powers.

If the target fails its Fortitude save to avoid the power's effect, the subject must immediately attempt a second Fortitude save. If this second save is failed, the creature's eyes and ears fuse over, effectively blinding and deafening it. Moreover, it loses its extraordinary, supernatural, and spell-like abilities, as well as its ability to manifest powers (if any), and is generally in sorry shape.

Incorporeal or gaseous creatures and creatures not composed of flesh are immune to *fuse flesh*, and a shapeshifter can revert to its unfused form as a standard action.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Fusion

Psychometabolism

Level: Egoist 8

Display: Auditory, material, and visual

Manifesting Time: 1 round

Range: Touch

Targets: You and one touched willing creature of your type and your size or smaller

Duration: 1 min./level (D)

Power Points: 15, XP

You and another willing, corporeal, living creature of the same or smaller size fuse into one being. As the manifester, you control the actions of the fused being. However, you can give up this control to the other creature. Once you give up control, you cannot regain it unless the other creature relinquishes it.

The fused being has your current hit points plus the other creature's current hit points. The fused being knows all the powers you and the other creature know, has the sum of your and the other creature's power points, and knows or has prepared any spells you or the other creature possesses (if any). Likewise, all feats, racial abilities, and class features are pooled (if both creatures have the same ability, the fused being gains it only once). For each of the six ability scores, the fused being's score is the higher of yours and the other creature's, and the fused being also has the higher Hit Dice or manifester level—this effectively means the fused being uses the better saving throws, attack bonus, and skill modifiers of either member, and it manifests powers at the higher of the manifester levels that you or the other creature possessed before becoming fused.

You decide what equipment is absorbed into the fused being and what equipment remains available for use. These fused items are restored once the power ends.

When the power ends, the fused being separates. The other creature appears in an area adjacent to you that you determine. If separation occurs in a cramped space, the other creature is expelled through the Astral Plane, finally coming to rest materially in the nearest empty space and taking 1d6 points of damage for each 10 feet of solid material passed through.

Damage taken by the fused being is split evenly between you and the other creature when the power ends. You do not leave the *fusion* with more hit points than you entered it with, unless you were damaged prior to the *fusion* and the fused being was subsequently healed. In a like manner, the fused being's remaining power points are split between you and the other creature (you can leave with more points than you entered with, as long as you don't exceed the maximum power points for your level and ability score). Ability damage and negative levels are also split between you and the other creature. (If an odd number of negative levels or ability score reductions must be split, you decide whether you or the other creature receives the additional loss.)

If a fused being is killed, it separates into its constituent creatures, both of which are also dead. You cannot use *fission* on a fused being.

XP Cost: 50 XP.

PSIONIC POWERS (G-P)

Genesis

Metacreativity (Creation)

Level: Shaper 9

Display: Material

Manifesting Time: One week (8 hours/day)

Range: 180 ft.; see text

Effect: A demiplane coterminous with the Astral Plane, centered on your location

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 17, XP

You create a finite plane with limited access: a demiplane. Demiplanes created by this power are very small, very minor planes. This power works best when manifested while you are on the Astral Plane. Manifestation of this power creates a local density fluctuation that precipitates the creation of a demiplane. At first, the fledgling plane grows in radius at a rate of 1 foot per day to an initial maximum radius of 180 feet as it rapidly draws substance from the surrounding astral ectoplasm. Once the new demiplane reaches its maximum size, it doesn't really stop growing, but its growth rate decreases to only 1 foot per week (approximately a 50-foot increase in radius per year). Once your demiplane is created, you can travel to it using *astral caravan*, *plane shift*, or some other power or permanent link that you arrange for separately.

You determine the environment within the demiplane when you manifest *genesis*, reflecting most any desire you can visualize. You determine factors such as atmosphere, water, temperature, and the general shape of the terrain. This power cannot create life (including vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth). You must add these details in some other fashion if you desire. You can't create lingering psionic effects with this power; you have to add those separately, if desired. Similarly, you can't create a demiplane out of esoteric material, such as silver or uranium; you're limited to stone and dirt. You can't manipulate the time trait on your demiplane; its time trait is as the Material Plane. Once your demiplane reaches 180 feet in radius, you can manifest this power again to gradually add another 180 feet of radius to it, and so on.

Antigenesis: If *genesis* is manifested on the Material Plane, the power takes effect and the demiplane begins to grow at the rate noted above, but it gets no larger than a radius of 1 foot per level. The energies of the new plane are exactly canceled by the energies of the original plane, creating a dead spot like a limited cancer on the original plane. The expanding boundary of the dead spot wipes away all construction, crumbles natural land forms, and evaporates water, leaving behind a uniformly level area of inert dust. Living creatures that pass the boundary of the growing dead spot are not directly affected, but plants can find no sustenance in the dust of the dead spot, water-breathing creatures die quickly when water turns to dust, and mobile animals know enough to leave the area alone. Once the wave of change passes, no special essence remains in the dead spot, and it may be colonized naturally over the course of several years by bacteria, plants, and animals.

XP Cost: 1,000 XP.

Graft Weapon

Psychometabolism

Level: Psychic warrior 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours (D)

Power Points: 5

You attach any melee weapon you can use in one hand—mundane, psionic, or magical—onto the end of one of your arms. The weapon becomes a natural extension of your arm, and that hand blends seamlessly into the shaft, hilt, or head of the weapon. Now that the weapon and you are one, you gain a +1 competence bonus on all attack and damage rolls while using the weapon.

The grafted weapon is considered both a standard weapon and a natural weapon for the purpose of effects that distinguish between either weapon type. For instance, the grafted weapon is treated as a natural weapon for the purpose of delivering a touch attack with a power in conjunction with the weapon attack. As with any power (or spell) melee touch attack made in conjunction with a natural weapon attack, the touch attack effect is not delivered unless the natural weapon strikes normally; on a failed attack, the touch power (or spell) is wasted.

For a psychic warrior under the effect of the *claws of the beast* power, grafting a weapon means that attacks with this hand deal the base damage of the weapon, instead of the claw upon which a psychic warrior normally relies.

While your hand is grafted to a weapon, you lose the use of that hand and take a -2 penalty on all skill checks requiring the use of hands. Powers that temporarily polymorph or metamorph you can ignore the grafted weapon or alter it normally, at your discretion. If the weapon takes damage, you take damage as well. If you are healed, so is your grafted weapon. If your weapon is destroyed, you permanently lose 2 points of Constitution; the ability drain persists until you can restore your natural anatomy (by means of *regenerate* or a similar effect).

When this power's duration expires, the grafted weapon falls to the ground and your hand returns.

Grease, Psionic

Metacreativity (Creation)

Level: Psion/wilder 1

Display: Visual and olfactory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One object or a 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See spell text

Power Resistance: No

Power Points: 1

As the *grease* spell, except as noted here.

Sometimes this power is referred to as *ectoplasmic sheen*.

Grip of Iron

Psychometabolism

Level: Psychic warrior 1

Display: Visual

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 1

You can improve your chances in a grapple as an immediate action, gaining a +4 enhancement bonus on your grapple checks. You can manifest this power with an instant thought, quickly enough to gain the benefit of the power in the current round.

Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can manifest this power when it isn't your turn (if you are grappled).

Augment: For every 4 additional power points you spend, the enhancement bonus on your grapple checks increases by 2.

Hail of Crystals

Metacreativity (Creation)

Level: Shaper 5

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Power Resistance: No

Power Points: 9

A tiny ectoplasmic crystal emanates from your outstretched hand and rapidly expands to a 2-foot-diameter ball of crystal as it speeds toward the location you designate. You can choose to aim this crystal at a single target or at a specific point in space (a grid intersection).

If you aim the crystal at a single target, you must make a ranged touch attack to strike the target. Any creature or object struck by the ball of crystal takes 5d4 points of bludgeoning damage.

Whether the crystal hits its target, misses, or was aimed at a point in space, it explodes upon arrival at the location you designated. Anyone within 20 feet of the explosion takes 9d4 points of slashing damage from the thousands of crystal shards that spray forth.

Augment: For every additional power point you spend, this power's damage from the explosion of the crystal increases by 1d4 points.

Hammer

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Power Points: 1

This power charges your touch with the force of a sledgehammer. A successful melee touch attack deals 1d8 points of bludgeoning damage. This damage is not increased or decreased by your Strength modifier.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

Hustle

Psychometabolism

Level: Egoist 3, psychic warrior 2

Display: Auditory

Manifesting Time: 1 swift action

Range: Personal

Target: You

Effect: 1 extra move action

Power Points: Egoist 5, psychic warrior 3

You gain an additional move action in the current round. Taking a full round's worth of attacks and then using this power to move away from your foe does provoke attacks of opportunity.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power before you move.

Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Hypercognition

Clairsentience

Level: Seer 8

Display: Mental

Manifesting Time: 1 standard action or 1 immediate action; see text

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 15

You make lightning-fast deductions based on only the slightest clue, pattern, or scrap of memory resident in your mind. You can make reasonable statements about a person, place, or object, seemingly from very little knowledge. However, your knowledge is in fact the result of a rigorously logical process that you force your mind to undertake, digging up and correlating every possible piece of knowledge bearing on the topic (possibly even extracting echoes of knowledge from the Astral Plane).

The nature of the knowledge you gain concerning the subject of your analysis might include the answer to a riddle, the way out of a maze, stray bits of information about a person, legends about a place or an object, or even a conclusion concerning a dilemma that your conscious mind is unable to arrive at.

An Intelligence check may be required to obtain the desired information. If so, you can manifest *hypercognition* as an immediate action prior to making the check and receive a +20 bonus for doing so.

Id Insinuation

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: Concentration + 1 round

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

As the *confusion* spell, except as noted here.

Swift tendrils of thought disrupt the unconscious mind of any one creature, sapping its might. As long as the manifester remains concentrating fully on this power, the subject is *confused*, making it unable to independently determine it will do.

Roll on the following table at the beginning of each of the subject's turns to see what the subject does in that round.

d%	Behavior
01–10	Attack manifester with melee or ranged weapons (or move toward manifester if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee from manifester at top possible speed.
71–	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).
100	

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Identify, Psionic

Clairsentience

Level: Psion/wilder 2

Display: Material and mental

Manifesting Time: One day

Range: Touch

Target: One touched object

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

As the *identify* spell, except as noted here.

This power is used to identify the abilities of psionic items.

Immovability

Psychometabolism

Level: Psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Concentration

Power Points: 7

You are almost impossible to move. Your weight does not vary; instead, you mentally attach yourself to the underlying fabric of the plane. Thus, you could conceivably anchor yourself in midair. Any creature attempting to physically move you must succeed on an opposed Strength check, and you gain a +20 bonus on the check. You can't voluntarily move to a new location unless you stop concentrating, which ends the power.

You cannot apply your Dexterity bonus to Armor Class; however, your anchored body gains damage reduction 15/–.

You cannot make physical attacks or perform any other large-scale movements (you can make smallscale movements, such as breathing, turning your head, moving your eyes, talking, and so on). Powers with the teleportation descriptor, or any telekinetic effect, manifested on you automatically fail.

Augment: If you spend 8 additional power points, you can manifest this power as an immediate action.

Incarnate

Metacreativity

Level: Psion/wilder 5

Display: Material

Manifesting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent; see text

Saving Throw: None

Power Resistance: No

Power Points: 9, XP

This power makes certain other powers permanent. Depending on the power to be affected, you must be of a minimum manifester level and must expend a number of XP.

You can make the following powers permanent only in regard to yourself.

Minimum

Power	Manifester Level	XP Cost
<i>Aura sight</i>	15th	2,000 XP
<i>Conceal thoughts</i>	9th	500 XP
<i>Danger sense</i>	13th	1,500 XP
<i>Detect psionics</i>	9th	500 XP
<i>Detect remote viewing</i>	15th	2,000 XP
<i>Detect teleportation</i>	9th	500 XP
<i>Elfsight</i>	11th	1,000 XP
<i>Know direction and location</i>	9th	500 XP
<i>My light</i>	9th	500 XP
<i>Psionic darkvision</i>	13th	1,500 XP
<i>Psionic tongues</i>	11th	1,000 XP
<i>Ubiquitous vision</i>	13th	1,500 XP

You manifest the desired power and then follow it with the *incarnate* manifestation.

Inertial Armor

Psychokinesis

Level: Psion/wilder 1, psychic warrior 1

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 1; see text

Your mind generates a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, *inertial armor* entails no armor check penalty or speed reduction. Because *inertial armor* is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor.

Your *inertial armor* can be invisible or can appear as a colored glow, at your option.

The armor bonus provided by *inertial armor* does not stack with the armor bonus provided by regular armor.

Augment: For every 2 additional power points you spend, the armor bonus to Armor Class increases by 1.

Inertial Barrier

Psychokinesis

Level: Kineticist 4, psychic warrior 4

Display: Auditory and mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 7

You create a skin-tight psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain damage reduction 5/-. *Inertial barrier* also absorbs half the damage you take from any fall.

Inflict Pain

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 3

You telepathically stab the mind of your foe, causing horrible agony. The subject suffers wracking pain that imposes a -4 penalty on attack rolls, skill checks, and ability checks. If the target makes its save, it takes only a -2 penalty.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Insanity

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 7

Display: Mental

Manifesting Time: 1 standardaction

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 13

As the *confusion* spell, except as noted here.

Creatures affected by this power are permanently *confused* and constantly behave randomly. Roll on the following table at the beginning the subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack manifester with melee or ranged weapons (or move toward manifester if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee from manifester at top possible speed.
71–100	Attack nearest creature (for this purpose, a psicrystal counts as part of the subject's self).

Only *psychic chirurgery*, *reality revision*, and other similarly extreme measures can restore the subject's sanity.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1, and the power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Intellect Fortress

Psychokinesis

Level: Psion/wilder 4

Display: Auditory

Manifesting Time: 1 immediate action

Range: 20 ft.

Area: 20-ft.-radius spread centered on you

Duration: 1 round

Saving Throw: None

Power Resistance: Yes

Power Points: 7

You encase yourself and your allies in a shimmering fortress of telekinetic force. All damage from powers and psi-like abilities taken by subjects inside the area of the *intellect fortress*, including ability damage, is halved. This lowering takes place prior to the effects of other powers or abilities that lessen damage, such as damage reduction and evasion.

Powers that are not subject to power resistance are not affected by an *intellect fortress*.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it's not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

Iron Body, Psionic

Metacreativity (Creation)

Level: Psion/wilder 8

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 15

As the *iron body* spell, except as noted here.

Keen Edge, Psionic

Metacreativity

Level: Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of manifestation

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 5

As the *keen edge* spell, except as noted here.

Knock, Psionic

Psychoportation

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One door, box, or chest with an area of up to 10 sq. ft./level

Duration: Instantaneous; see spell text

Saving Throw: None

Power Resistance: No

Power Points: 3

As the *knock* spell, except as noted here.

Know Direction and Location

Clairsentience

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 1

You generally know where you are. This power is useful to characters who end up at unfamiliar destinations after teleporting, using a *gate*, or traveling to or from other planes of existence. The power reveals general information about your location as a feeling or presentiment. The information is usually no more detailed than a summary that locates you according to a prominent local or regional site. Using this power also tells you what direction you are facing.

Using this power prior to making a Knowledge (the planes) check with *astral caravan* grants a +2 bonus on the check.

Leech Field

Psychometabolism

Level: Psion/wilder 5

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min.

Power Points: 9

You raise a field of potentiality that drains the vitality from powers that you successfully save against. When you succeed on a saving throw to negate the effect of a foe's power on you, and the power is one that *leech field* is effective against (see below), your body erupts in a brief flash of crackling dark energy. You gain 1 power point for every 2 power points your foe spent to manifest the power you just saved against (to a maximum number of points equal to your manifester level). You cannot gain power points that would cause you to exceed your normal daily maximum.

This power is effective against any power that targets a single creature and allows the target a saving throw to negate it, except those that are delivered by a touch attack or a ranged touch attack (including a ray).

Augment: For every 2 additional power points you spend, this power's duration increases by 1 minute.

Levitate, Psionic

Psychoporation

Level: Nomad 2, psion/wilder 2, psychic warrior 2

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal or close (25 ft. + 5 ft./2 levels)

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: Yes (harmless, object)

Power Points: 3

As the *levitate* spell, except as noted here.

Special: When a psion, wilder, or a psychic warrior manifests this power, the target is the manifester (not a willing creature or an object).

Major Creation, Psionic

Metacreativity (Creation)

Level: Psion/wilder 5

Manifesting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Duration: See spell text

Power Points: 9

As the *major creation* spell, except as noted here.

Matter Agitation

Psychokinesis

Level: Psion/wilder 1

Display: Auditory and material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 2 sq. ft. of surface area of an object or creature

Duration: Concentration, up to 1 min./level

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You can excite the structure of a nonpsionic, nonmagical object, heating it to the point of combustion over time. The agitation grows more intense in the second and third rounds after you manifest the power, as described below.

1st Round: Readily flammable material (paper, dry grass, tinder, torches) ignites. Skin redds (1 point of damage).

2nd Round: Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, water boils.

3rd and Subsequent Rounds: Wood ignites, metal scorches (1d4 points of damage for those holding metallic objects). Skin burns and hair ignites (1d6 points of damage), lead melts.

Matter Manipulation

Metacreativity

Level: Psion/wilder 8

Display: Auditory and mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 1 cu. ft./level of inanimate material

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 15, XP

You can weaken or strengthen the substance of an object or structure. You can affect both mundane and magical inanimate material. Weakening an object's substance decreases its hardness and hit points, and strengthening it increases its hardness and hit points. You can increase or decrease an object's hardness by up to 5 from its original hardness. When hardness increases, the object (or portion of an object) gains 3 hit points per inch of thickness for every point of increased hardness. When hardness decreases, the object (or portion of an object) loses 2 hit points per inch of thickness for every point of decreased hardness (to a minimum of 1 hit point per inch of thickness).

You can't decrease the hardness of an object that already has hardness 0.

Working Manipulated Metals: An object or portion thereof whose hardness is decreased or increased is permanently changed. Even hardening adamantine to 25 is possible. You can also harden or weaken a preforged weapon, a suit of armor, or some other finished item.

XP Cost: 250 XP for each point by which the object's hardness is altered.

Mental Barrier

Clairsentience

Level: Psion/wilder 3, psychic warrior 3

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 5

You project a field of improbability around yourself, creating a fleeting protective shell. You gain a +4 deflection bonus to Armor Class.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it's not your turn; however, you must manifest it prior to an opponent's attack roll in order to gain this power's benefit against that attack.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 4 additional power points, the deflection bonus to Armor Class increases by 1.

2. For every additional power point you spend, this power's duration increases by 1 round.

Mental Disruption

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You generate a mental wave of confusion that instantly sweeps out from your location. All creatures you designate in the affected area (you can choose certain creatures to be unaffected) must make a Will save or become dazed for 1 round.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

Metaconcert

Telepathy [Mind-Affecting]

Level: Psychic warrior 5, telepath 5

Display: Visual; see text

Manifesting Time: 1 minute

Range: 20 ft.

Target: You and up to nine other willing psionic creatures in range

Duration: 1 min./level (D)

Power Points: 9

You link your psychic might with other psionic creatures, creating an entity more powerful than the sum of its parts. When you manifest this power, a number of power points you designate flows from each participant into a collective pool. One individual is chosen as the *metaconcert* conductor by mutual consent of the other participants (this is usually the manifester, but doesn't have to be). Until the power ends, this conductor directs the efforts of the group. Misty strands of glowing power link the brows of all the participants in a complex and shifting pattern.

All the powers of each participant are known to the mental entity created with *metaconcert* (which is under the conductor's command). This entity can't take any more actions than a normal individual, but it manifests all its powers more effectively. Each participant contributing to the entity provides a cumulative +1 bonus to save DCs that apply when manifesting a power or using a psi-like ability. Likewise, each individual provides a cumulative +1 bonus when the entity makes its own saving throws in response to powers or psi-like abilities.

If the psionic entity takes ability damage from a psionic attack the total is divided among all the members as determined by the conductor.

If the entity manifests a power that has an XP cost, all the participants pay an equal share (the conductor pays the remainder if the cost can't be divided evenly).

Once linked, the participants must remain within a 20-foot-radius area, and as a group can move at a speed of 10 feet. If a participant moves outside the 20-foot-radius area occupied by the others (whether willingly or involuntarily), that individual drops out of the group, and the power point pool of the *metaconcert* is instantly recalculated.

All participants who leave before a *metaconcert* ends or is dismissed reclaim a number of power points equal to the current power point pool divided by the number of members. If the conductor drops out, the power ends. That same number of points is removed from the power point pool.

When a *metaconcert* ends normally or is dismissed, remaining power points in the pool are divided among all the participants (the conductor receives the remainder if the points can't be divided evenly).

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Metafaculty

Clairsentience

Level: Seer 9

Display: Mental, olfactory, and visual

Manifesting Time: 1 hour

Range: Personal

Target: You

Duration: Instantaneous and 1 min./level (D); see text

Power Points: 17, XP

You elevate your mind to a near-universal consciousness, cogitating countless impressions and predictions involving any creature you have seen before, whether personally or by means of another power such as *remote viewing*.

This process gives you an uncannily accurate vision of the creature's nature, activities, and whereabouts. When you manifest the power, you learn the following facts about the creature.

- Its name, race, alignment, and character class.
- A general estimate of its level or Hit Dice: low (5 HD or lower), medium (6 to 11 HD), high (12 to 20 HD), very high (21 HD to 40 HD), or deific (41 HD or higher).
- Its location (including place of residence, town, country, world, and plane of existence).
- Significant items currently in its possession.
- Any significant activities or actions the creature has undertaken in the previous 8 hours, including details such as locales traveled through, the names or races of those the creature fought, spells it cast, items it acquired, and items it left behind (including the location of those items).
- A current mental view of the creature, as described in the *remote viewing* power, which you can maintain for up to 1 minute per level.

Metafaculty can defeat spells, powers, and special abilities such as *screen* or *mind blank* (or even a *wish* spell) that normally obscure clairsentience powers. You can attempt a caster level check (DC 6 + caster level of the creator of the obscuring effect) to defeat these sorts of otherwise impervious defenses.

Metafaculty is defeated by epic powers, epic spells, and epic special abilities that obscure divinations and clairsentience powers.

XP Cost: 1,000.

Metamorphosis

Psychometabolism

Level: Egoist 4

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D) for a creature; 1 hour/level (D) for an object

Power Points: 7

You assume the form of a creature of the same type as your normal form, or any other type except construct, elemental, outsider, and undead. The assumed form can have as many Hit Dice as your manifesting level, to a maximum of 15.

You can't assume a form smaller than Fine, nor can you assume an incorporeal, ectoplasmic, or gaseous form. You cannot take the form of any creature that has a template. Your type and subtype (if applicable) change to match the new form.

Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore ability damage and provide other benefits of resting; and changing back does not heal you further). If you are slain while under the effect of this power, you revert to your original form, though you remain dead. You gain the Strength, Dexterity, and Constitution scores of the new form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all extraordinary special attacks possessed by the form (such as constrict, improved grab, and poison) but do not gain the extraordinary special qualities possessed by the new form (such as blindsense, fast healing, regeneration, and scent) or any supernatural, psionic, or spelllike abilities.

You retain all supernatural and spell-like special attacks and special qualities of your normal form, except for those requiring a body part that the new form does not have, if any. You keep all extraordinary special attacks and special qualities derived from class levels, but you lose any benefits of the racial traits of your normal form. If you have a template, special abilities it provides are likewise not retained. If the assumed form is capable of speech, you can communicate normally. You retain any manifesting ability you had in your original form.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws or a bite), racial bonuses on skill checks, racial bonus feats, and any anatomical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's species. You are effectively disguised as an average member of the new form's race. If you use this power to create a disguise, you get a +10 bonus on your Disguise check.

When the change occurs, your equipment either remains worn or held by the new form (if it is capable of wearing or holding the item in question) or melds into the new form and becomes nonfunctional. When you revert to your normal form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its normal form.

You can also use this power to assume the form of an inanimate object. You gain the object's hardness and retain your own hit points. You can take the shape of almost any simple object you can think of. If you attempt to take the form of a complex object, you must make an appropriate skill check.. If you fail the check, your manifestation of the power does not succeed. Likewise, you cannot take the form of a complex mechanical mechanism unless you have some sort of skill associated with the object. You cannot use this power to assume the form of a psionic item or a magic item, or any object with a hardness of 15 or higher. You also cannot take the form of a psionically animated mechanism or any object formed of ectoplasm.

As an inanimate object, you lose all mobility. You retain your normal senses and your ability to speak. You can manifest a power if you make a Concentration check (DC 20 + power level); however, doing so ends the duration of this power. If you take damage while in the form of an object, your actual body also takes damage (but the object's hardness, if any, protects you).

Metamorphosis, Greater

Psychometabolism

Level: Egoist 9

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D) for a creature; 1 hour/level (D) for an object

Power Points: 17, XP

As *metamorphosis*, except that this power enables you to assume the form of any single nonunique object or creature (of any type) from Fine to Colossal size. The assumed form cannot have more Hit Dice than twice your manifester level (to a maximum of 50 HD). Unlike *metamorphosis*, this power allows incorporeal, ectoplasmic, or gaseous forms to be assumed. You gain all extraordinary and supernatural abilities (both special attacks and special qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form (for example, dragon or magical beast) in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original form.

You can become just about anything you are familiar with. You can change form once each round as a swift action.

The change takes place either immediately before your regular action or immediately after it, but not during the action.

If you use this power to create a disguise, you get a +10 bonus on your Disguise check.

As an inanimate object, you lose all mobility; however, you retain your ability to manifest powers normally.

XP Cost: 200 XP.

Metaphysical Claw

Psychometabolism

Level: Psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*) or a bite attack (which could be a natural bite attack or one you gain by means of the power *bite of the wolf*), you can use this power to provide one of your natural weapons a +1 enhancement bonus on attack rolls and damage rolls.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour per level.

In addition, for every 4 additional power points you spend, this power improves the natural weapon's enhancement bonus on attack rolls and damage rolls by 1.

Metaphysical Weapon

Metacreativity

Level: Psychic warrior 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Power Resistance: Yes (harmless, object)

Power Points: 1

Metaphysical weapon gives a weapon a +1 enhancement bonus on attack rolls and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.)

Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must be of the same type, and they have to be together (such as in the same quiver). Projectiles, but not thrown weapons, lose their enhancement when used. (Treat shuriken as projectiles, rather than thrown weapons, for the purpose of this power.)

You can't manifest this power on most natural weapons, including a psychic warrior's claw strike. This power does work on a weapon brought into being by the *graft weapon* power.

Augment: If you spend 4 additional power points, this power's duration increases to 1 hour per level.

In addition, for every 4 additional power points you spend, this power improves the weapon's enhancement bonus on attack rolls and damage rolls by 1.

Microcosm

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 9

Display: Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature; or one or more creatures within a 15-ft.-radius sphere

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 17

This power enables you to warp the consciousness and senses of one or more creatures, sending the victim into a catatonic state. When *microcosm* is manifested, you can target either a single creature within range or a group of creatures all located within the power's area.

Single Target: If *microcosm* targets a single creature, that creature's senses are pinched off from the real world if it currently has 100 or fewer hit points. The subject's senses are all completely fabricated from within its own mind, though it may not realize this. In reality, the subject sprawls limply, drooling and mewling, and eventually dies of thirst and starvation without care. The subject lives within its own made-up world until the time of its actual death.

Area Effect: If *microcosm* is manifested on an area, it sends all affected creatures into a shared catatonia (the world is a construct, but within the world, the victims can interact with each other). It affects only creatures that currently have 30 or fewer hit points, and only up to a total of 300 hit points of such creatures. The power affects creatures with the lowest hit point totals first. (Creatures with negative hit points count as having 0 hit points.)

Manifesting *microcosm* a second time on an affected creature turns its sensory pathways outward once more. Otherwise, only very potent powers (such as *psychic chirurgery* or *reality revision*) or similar effects (such as *miracle* or *wish*) can undo the mental crosswiring that this power brings about.

Augment: For every additional power point you spend, the number of individual and group hit points the power can affect increases by 10.

Mind Blank, Personal

Telepathy [Mind-Affecting]

Level: Psion/wilder 7, psychic warrior 6

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: One day

Power Points: Psion/wilder 13, psychic warrior 11

As *psionic mind blank* (see below), except as noted here.

Mind Blank, Psionic

Telepathy [Mind-Affecting]

Level: Psion/wilder 8

Display: Olfactory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: One day

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 15

The subject is protected from all devices, powers, and spells that detect, influence, or read emotions or thoughts. This power protects against powers with the mind-affecting or scrying descriptors. *Psionic mind blank* even foils *bend reality*, *limited wish*, *miracle*, *reality revision*, and *wish* when they are used in such a way as to affect the subject's mind or to gain information about it (however, *metafaculty* can pierce the protective quality of *psionic mind blank*). In the case of *remote viewing* or scrying that scans an area the creature is in, the effect works but the creature simply isn't detected. *Remote viewing* (scrying) attempts that are targeted specifically at the subject do not work at all.

Mind Probe

Telepathy (Charm) [Mind-Affecting]

Level: Telepath 5

Display: Auditory, material, and visual

Manifesting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 9

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. If the subject succeeds on a Will save, it is not required to answer the question; however, making a save does not end the power. You can ask the subject a new question (or the same question) in subsequent rounds for as long as the power's duration persists. You can probe a sleeping subject and automatically get an answer to your question. If the subject then succeeds on a Will save, it wakes after providing the answer and thereafter can resist answering by making Will saves as described above. Subjects that do not wish to be probed can attempt to move beyond the power's range, unless they are somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Mind Seed

Telepathy (Compulsion) [Evil, Mind-Affecting]

Level: Telepath 8

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: One touched Medium or smaller humanoid

Duration: Instantaneous; see text

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 15, XP

You impress the totality of your psyche into a subject's subconscious. If successfully implanted, the seed of your mind "germinates" over the period of one week. During this time, the subject begins to unconsciously take on your mannerisms. When integration is complete (after one week), the subject becomes you in mind as you were when you manifested the power, but the subject's level is eight lower than your own. (In effect, the subject has received eight negative levels—but these are negative levels that can't be removed.) The subject does not have any of your physical ability scores or equipment, but does have the Intelligence, Wisdom, and Charisma scores you had when you were eight levels lower. The subject also knows the powers you knew when you were eight levels lower.

While the subject is initially your mental duplicate, the two personalities diverge over time. Although the subject starts off with memories of your experiences, it possesses its original "soul" and physical body and is free to develop its own personality based on its own new experiences. Thus, the subject is not your slave or servant, but instead a nonplayer character in its own right that shares your earlier memories.

Protection from evil or a similar spell or power can prevent you from implanting *mind seed*, or prevent a seed from germinating while the protective power lasts. Otherwise, a germinating seed can be removed (prior to germination) only by *psychic chirurgery*, *reality revision*, or similarly high-level effects. Manifesting *mind seed* again during the germination period also cleanses the subject's mind.

XP Cost: 3,000 XP.

Mind Switch

Telepathy [Mind-Affecting]

Level: Telepath 6

Display: Visual

Manifesting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Targets: You and one other creature

Duration: 10 min./level

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 11, XP

You can attempt to take control of a nearby living creature, forcing your mind (and soul) into its body, and its mind into your body. You can target any creature whose Hit Dice are equal to or less than your manifester level.

You possess the target's body and force the creature's mind into your body unless it succeeds on a Will save. You can move your mind back into your own body whenever you desire, which returns the subject's mind to its own body and ends the power. If the manifestation succeeds, your life force occupies the host body, and the host's life force takes over yours.

You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge (such as skills and feats it possesses). The same is true for the subject in your body. The *mind switch* brings about the following changes.

- You gain the type of your assumed body.
- You gain the Strength, Dexterity, and Constitution scores of your assumed body.
- You gain the natural armor, natural attacks, movement, and other simple physical characteristics of your assumed body.
- You gain the extraordinary special attacks and qualities of your assumed body, but you do not gain supernatural or spell-like abilities.
- You gain the possessions and equipment of your assumed body.
- You retain your own hit points, saving throws (possibly modified by new ability scores), class abilities, supernatural and spell-like abilities, spells and powers, and skills and feats (although skill checks use your new ability scores, and you may be temporarily unable to use feats whose requirements you do not meet in your new body).

Supernatural abilities that require a certain body part may be unavailable in your new form.

If either body is killed while the power is in effect, the other participant also dies when the power ends. If one participant's body becomes petrified, imprisoned by *temporal stasis* or *imprisonment*, or incapacitated in some other way, the other participant will be incapacitated in that way when the power ends.

A targeted *dispel psionics* (or similar spells or effects) successfully manifested on either participant causes both minds to return to their original bodies.

XP Cost: 100 XP.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Mind Switch, True

Telepathy [Mind-Affecting]

Level: Telepath 9

Manifesting Time: 1 minute

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 17, XP

As *mind switch*, except as noted here. You permanently exchange bodies with the subject. Since this power's duration is instantaneous, you cannot be forced to return to your natural body by means of *dispel psionics*, an *antimagic field*, or a similar effect. If the subject's body dies while you are in it, you are dead. The subject immediately loses one level, but otherwise survives the experience in your natural body. If your natural body dies while the subject is in it, you immediately lose one level, but you likewise survive the experience in your new body.

Your "natural" body is always considered to be the last one you switched out of. If you exchange bodies with a chain of multiple subjects, you need worry only about the welfare of the last body you switched with. In other words, if your mind is expelled from your current body, your mind returns to the last body you switched with, not to your original body. Similarly, if your original body dies but you have since switched minds with a second subject, you take no penalty. You lose a level only if the body you inhabited immediately prior to your current body is killed.

XP Cost: 10,000 XP.

Mind Thrust

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it.

Augment: For every additional power point you spend, this power's damage increases by 1d10 points. For each extra 2d10 points of damage, this power's save DC increases by 1.

Mind Trap

Telepathy [Mind-Affecting]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 5

You set up a trap in your mind against psionic intruders. Anyone who attacks you with a telepathy power immediately loses 1d6 power points. This power's effect does not negate the power that is currently being used against you. You can manifest this power instantly, quickly enough to gain its benefit in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it is not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

Mindlink

Telepathy [Mind-Affecting]

Level: Telepath 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels); see text

Targets: You and one other willing creature within range that has an Intelligence score of 3 or higher

Duration: 10 min./level

Saving Throw: None; see text

Power Resistance: Yes (harmless)

Power Points: 1

You forge a telepathic bond with your target. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

Augment: You can augment this power in one or both of the following ways.

1. If you spend 4 additional power points, you can attempt to create a telepathic bond with a creature that is not willing (Will save negates).

2. For every additional power point you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Mindlink, Thieving

Telepathy [Mind-Affecting]

Level: Telepath 4

Duration: 10 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As *mindlink*, except that if the target is a psionic character or creature that knows powers, you can temporarily borrow a power of your choice (you are aware of what powers the subject knows, up to the highest level of power you can manifest). Borrowing the subject's power is a separate standard action that provokes an attack of opportunity. If that attack succeeds, the mental communication provided by this power ends immediately. The borrowed power fades from the subject's awareness and appears within your own. You can now spend power points to manifest the borrowed power just as if it were one of your powers known. You maintain knowledge of the borrowed power until the duration of your *thieving mindlink* expires, at which

time you lose knowledge of the power and the power reappears in the mind of the subject, no matter how far from you the subject is. Even if the subject is slain, you lose knowledge of the borrowed power when this power's duration expires.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Mindwipe

Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Auditory, mental, and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

You partially wipe your victim's mind of past experiences, bestowing two negative levels upon it. If the subject has at least as many negative levels as Hit Dice, it dies. For each negative level it gains, a psionic creature loses knowledge of one power from its highest available level, and a number of power points from its maximum power point total sufficient to manifest that power. The effects of multiple negative levels stack.

If the subject survives, it loses these two negative levels after 1 hour. (No Fortitude save is necessary to avoid gaining the negative level permanently.)

Augment: You can manifest this power in one or both of the following ways.

1. For every 2 additional power points you spend, this power's save DC increases by 1.

2. For every 3 additional power points you spend, this power bestows an additional negative level on the subject.

Minor Creation, Psionic

Metacreativity (Creation)

Level: Shaper 1

Display: Material

Manifesting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonpsionic, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

As the *minor creation* spell, except as noted here.

Missive

Telepathy [Mind-Affecting, Language-Dependent]

Level: Psion/wilder 1

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Effect: Mental message delivered to subject

Saving Throw: None

Power Resistance: Yes

Power Points: 1

You send a telepathic message of up to ten words to any living creature within range. *Missive* is strictly a one-way exchange from you to the subject. If you do not share a common language, the subject "hears" meaningless mental syllables.

Augment: For every 2 additional power points you spend, this power's range increases by 5 feet and its save DC increases by 1.

Missive, Mass

Telepathy [Mind-Affecting, Language-Dependent]

Level: Psion/wilder 2

Display: Mental

Manifesting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: All creatures in a 400 ft. + 40 ft./level radius centered on you; see text

Effect: Mental message delivered to subjects

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

You send a telepathic message of up to twenty-five words to all creatures within range. You can include or exclude from this broadcast any creature you can see, as well as any creature that you know or know of. *Mass missive* is strictly a one-way exchange from you to the subjects. If you do not share a common language, the subjects “hear” meaningless mental syllables.

Augment: For every 2 additional power points you spend, this power’s range increases by 40 feet and its save DC increases by 1.

Modify Memory, Psionic

Telepathy (Compulsion) [Mind-Affecting]

Level: Telepath 4

Display: Mental

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

As the *modify memory* spell, except as noted here.

Moment of Prescience, Psionic

Clairsentience

Level: Psion/wilder 7

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Power Points: 13

As the *Moment of prescience* spell, except as noted here.

My Light

Psychokinesis [Light]

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Personal

Effect: 20-ft. cone of light emanating from you

Duration: 10 min./level (D)

Power Points: 1

Your eyes beam forth a 20-foot cone of light. You and other creatures can see normally in the light. If you walk into an area filled with psionic or magical darkness, *my light* goes dark while you stay within that area.

If *my light* is used in conjunction with *elfsight*, the cone of light extends out to 40 feet instead of 20 feet.

Augment: If you spend 2 additional power points, you can manifest this power as a swift action.

Null Psionics Field

Psychokinesis

Level: Kineticist 6

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: See text

Power Points: 11

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most psionic effects, including powers, psi-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any psionic items or powers within its confines. A *null psionics field* suppresses any power or psionic effect used within, brought into, or manifested into its area, but does not negate it. Time spent within a *null psionics field* counts against a suppressed effect's duration.

Astral constructs and summoned creatures wink out if they enter a *null psionics field*. They reappear in the same spot once the field goes away. Time spent winking out counts normally against the duration of the power that is maintaining the construct or summoned creature.

Creation powers with instantaneous durations and calling powers are not affected by a *null psionics field* because the power itself is no longer in effect, only its result.

A normal creature (a normally encountered construct rather than a created one, for instance) can enter the area, as can normal missiles. Furthermore, while a psionic sword does not function psionically within the area, it is still a sword (and a masterwork sword at that). The power has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned or have a limited duration, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.

Dispel psionics does not remove the field. Two or more *null psionics fields* sharing any of the same space have no effect on each other. Certain powers may be unaffected by *null psionics field* (see the individual power descriptions). Artifacts and deities are unaffected by mortal power such as this. Should a creature's space extend across the boundary of the area enclosed by the field, any part of the creature that lies outside the effect is unaffected by the field.

Oak Body

Psychometabolism

Level: Psion/wilder 7, psychic warrior 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: Psion/wilder 13, psychic warrior 9

This power transforms your body into living oak, which grants you several advantages.

You gain damage reduction 10/ slashing and a +5 bonus to natural armor that overlaps (does not stack with) any natural armor bonus you may already have. You are immune to ability damage, blindness, deafness, disease, drowning, poison, stunning, and all powers, spells, or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect.

You take only half damage from cold effects of all kinds. However, you become susceptible to all special attacks that affect wood, and you gain vulnerability to fire.

You gain a +4 enhancement bonus to Strength, but you take a -2 penalty to Dexterity (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You can speak but cannot drink (and thus can't use potions) or play wind instruments. You have an armor check penalty of -4 and an arcane spell failure chance of 25%.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters, 1d6 for Medium characters), and you are considered armed when making unarmed attacks. When you make a full attack against an object or structure using your unarmed strike, you deal double damage.

Augment: For every additional power point you spend, this power's duration increases by 1 minute.

Object Reading

Clairsentience

Level: Seer 2

Display: Auditory and material

Manifesting Time: 1 minute

Range: Touch

Target: Object touched

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 3

You can learn details of an inanimate object's previous owner. Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. The amount of information revealed depends on how long you study a particular object.

1st Minute: Last owner's race.

2nd Minute: Last owner's gender.

3rd Minute: Last owner's age.

4th Minute: Last owner's alignment.

5th Minute: How last owner gained and lost the object.

6th+ Minute: Next-to-last owner's race, and so on.

The power always correctly identifies the last owner of the item, and the original owner (if you keep the power active long enough).

There is a 90% chance that this power will successfully identify all other former owners in sequence, but there is a 10% chance that one former owner will be skipped and thus not identified.

This power will not identify casual users as owners. (Anyone who uses an object to attack someone or something is not thereafter considered a casual user.)

An object without any previous owners reveals no information. You can continue to run through a list of previous owners and learn details about them as long as the power's duration lasts. If you use this power additional times on the same object, the information yielded is the same as if you were using the power on the object for the first time.

Augment: For every additional power point you spend, this power's maximum duration increases by 10 minutes.

Overland Flight, Psionic

Psychoporation

Level: Psion/wilder 6

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 11

As the *overland flight* spell, except as noted here.

Painful Strike

Psychometabolism

Level: Psychic warrior 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 3

Your natural weapons cause additional pain. Each successful attack you make with a natural weapon deals an extra 1d6 points of nonlethal damage to the target.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

Personality Parasite

Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One Medium or smaller humanoid

Duration: 1 round/level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You attempt to briefly partition the mind of your foe, calving off a minor personality that is antagonistic to the main personality. The parasitic personality functions with complete autonomy from the main personality. It does not control the body physically, but it can take one standard action each round that is purely mental, such as manifesting a power, in the same turn that the subject takes its normal actions.

The parasitic personality manifests powers using the subject's power point reserve and known powers, but can only manifest powers three or more levels lower than the highest level of power the subject can normally manifest.

The parasitic personality actively attempts to manifest powers that negatively impact the subject, using the highest-level powers possible (so as to deplete the subject's power point reserve), and the most deadly to the subject. You do not have control over what the parasitic personality does, though it always works against the interest of the subject.

Both minds communicate with each other telepathically. If a creature is targeted by a compulsion or charm effect while under the effect of this power, it can make a second saving throw if the first one fails. If both saving throws fail, then this power ends and the creature is affected by the charm or compulsion effect.

The parasitic personality does not gain any advantages if the main personality is subjected to a *haste* or *schism* effect.

Phase Door, Psionic

Psychoportation

Level: Psion/wilder 7

Display: Visual

Manifesting Time: 1 standard action

Range: 0 ft.

Effect: Ethereal 5-ft. by 8-ft. opening, 10 ft. deep + 5 ft. deep per three levels

Duration: One usage per two levels

Saving Throw: None

Power Resistance: No

Power Points: 13

As the *phase door* spell, except as noted here. This power is subject to *dispel psionics*.

Plane Shift, Psionic

Psychoportation

Level: Psion/wilder 5

Display: Visual

Manifesting Time: 1 standard action

Range: Touch

Targets: Willing creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Power Points: 9

As the *plane shift* spell, except as noted here.

Power Leech

Telepathy (Compulsion) [Mind-Affecting]

Level: Psion/wilder 4

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Any psionic creature

Duration: Concentration, up to 1 round/level; see text

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

Your brow erupts with an arc of crackling dark energy that connects with your foe, draining it of 1d6 power points and adding 1 of those points to your reserve (unless that gain would cause you to exceed your maximum).

The drain continues in each round you maintain concentration while the subject of the drain remains in range. If the subject is drained to 0 power points, this power ends.

Concentrating to maintain *power leech* is a full-round action (you can take no other actions aside from a 5-foot step) instead of a standard action.

Power Resistance

Clairsentience

Level: Psion/wilder 5
Display: Material and visual
Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

The creature gains power resistance equal to 12 + your manifester level.

Precognition
Clairsentience
Level: Seer 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 1

Precognition allows your mind to glimpse fragments of potential future events—what you see will probably happen if no one takes action to change it. However, your vision is incomplete, and it makes no real sense until the actual events you glimpsed begin to unfold. That's when everything begins to come together, and you can act, if you act swiftly, on the information you previously received when you manifested this power.

In practice, manifesting this power grants you a “precognitive edge.” Normally, you can have only a single precognitive edge at one time. You must use your edge within a period of no more than 10 minutes per level, at which time your preknowledge fades and you lose your edge.

You can use your precognitive edge in a variety of ways. Essentially, the edge translates into a +2 insight bonus that you can apply at any time to either an attack roll, a damage roll, a saving throw, or a skill check. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

Precognition, Defensive
Clairsentience
Level: Psion/wilder 1, psychic warrior 1
Display: Material and visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)
Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

Precognition, Greater
Clairsentience
Level: Seer 6
Display: Auditory and visual
Manifesting Time: 10 minutes
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: 11

As *precognition*, except as noted here.
You gain a +4 insight bonus instead of a +2 bonus.

Precognition, Offensive

Clairsentience

Level: Psion/wilder 1, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action; see text

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better land blows against your opponent. You gain a +1 insight bonus on your attack rolls.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained on your attack rolls increases by 1.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Prescience, Offensive

Clairsentience

Level: Psion/wilder 1, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 1

Your awareness extends a fraction of a second into the future, allowing you to better aim blows against your opponent. You gain a +2 insight bonus on your damage rolls.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained on your attack rolls increases by 1.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Prevenom

Psychometabolism (Creation)

Level: Psychic warrior 1

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level or until discharged

Power Points: 1

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a mild venom that coats one of your claws. On your next successful melee attack, the venom deals 2 points of Constitution damage. A target struck by the poison can make a Fortitude save ($DC\ 10 + 1/2\ your\ manifester\ level +\ your\ key\ ability\ modifier$) to negate the damage.

Augment: For every 6 additional power points you spend, this power's Constitution damage increases by 2 points.

Prevenom Weapon

Psychometabolism (Creation)

Level: Psychic warrior 1

Range: Touch

Target: Weapon touched

Power Points: 1

As *prevenom*, except your weapon gains the poison coating as long as it remains in your grip.

Prowess

Clairsentience

Level: Psychic warrior 2

Display: Mental

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

If an enemy provokes an attack of opportunity from you, you can make the attack even if you've already taken your allotted number of attacks of opportunity this round (usually one).

You can manifest this power instantly, quickly enough to gain an extra attack of opportunity in the same round. Manifesting this power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

Psionic Blast

Telepathy [Mind-Affecting]

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft. cone-shaped burst

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The air ripples with the force of your mental attack, which blasts the minds of all creatures in range. *Psionic blast* stuns all affected creatures for 1 round.

Augment: For every 2 additional power points you spend, the duration of the stun effect increases by 1 round.

Psionic Lion's Charge

Psychometabolism

Level: Psychic warrior 2

Display: Mental

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You gain the powerful charging ability of a lion. When you charge, you can make a full attack in the same round.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power as you charge.

Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment: For every additional power point you spend, each of your attacks after a charge in the current round gains a circumstance bonus on damage equal to the number of additional points spent.

Psionic Lock

Psychoportation

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

Range: Touch

Target: Door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Power Resistance: No

Power Points: 3

A *psionic lock* manifested upon a door, chest, or portal psionically locks it. You can freely pass your own lock without affecting it; otherwise, a door or object secured with *psionic lock* can be opened only by breaking in or by a successful *dispel psionics* effect. Add +10 to the normal DC to break open a door or portal affected by this power.

Psionic Repair Damage

Metacreativity

Level: Shaper 2

Display: Material and visual

Manifesting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 3

When laying your hands upon a construct that has at least 1 hit point remaining, you reknit its structure to repair damage it has taken. The power repairs 3d8 points of damage +1 point per manifester level. Constructs that are immune to psionics or magic cannot be repaired in this fashion.

Augment: For every 2 additional power points you spend, this power repairs an additional 1d8 points of damage.

Psionic Revivify

Psychometabolism (Healing) [Good]

Level: Egoist 5

Manifesting Time: 1 standard action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes (harmless)

Power Points: 9, XP

Psionic revivify lets a manifester reconnect a corpse's psyche with its body, restoring life to a recently deceased creature. The power must be manifested within 1 round of the victim's death. Before the psyche of the deceased has completely left the body, this power halts its journey while repairing somewhat the damage to the body.

This power functions like the *raisdead* spell, except that the affected creature receives no level loss, no Constitution loss, and no loss of powers.

The creature has -1 hit points (but is stable) after being restored to life.

XP Cost: 200 XP.

Augment: For every 100 additional experience points that both you and the subject pay, the manifestation of this power can be delayed by 1 additional round.

Psionic Scent

Psychometabolism

Level: Psychic warrior 2

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Power Points: 3

You gain an enhanced sense of smell, equivalent to the scent ability of some monsters. This ability allows you to detect approaching enemies, sniff out hidden foes, and track by sense of smell. With the scent ability, you can identify familiar odors just as humanoids do familiar sights.

You 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 you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. Whenever you come within 5 feet of the source, you pinpoint the source's location.

If you have the Track feat, you 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. If you are tracking with *psionic scent*, you ignore the effects of surface conditions and poor visibility.

Psychic Chirurgery

Telepathy [Mind-Affecting]

Level: Telepath 9

Display: Auditory, mental, and visual

Manifesting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 17, XP; see text

You can repair psychic damage or grant another creature knowledge of powers you know, depending on the version of this power you manifest.

Repair Psychic Damage: You can remove any compulsions and charms affecting the subject. In fact, you can remove any instantaneous or permanent effect caused by a psychic power with *psychic chirurgery*. Unlike with *aura alteration*, these effects end or are negated as soon as this power is manifested, with no need for another saving throw.

You can remove all negative levels affecting the subject, regardless of how it lost those levels, restoring it to the highest level it had previously attained. Also, you can restore levels lost to energy drain or a similar effect if the level drain occurred within a number of hours equal to your manifester level.

You can also remove all psionic effects penalizing the subject's ability scores, heal all ability damage, and remove any ability drain affecting the subject. *Psychic chirurgery* negates all forms of insanity, confusion, the effect of such powers as *microcosm*, and so on, but it does not restore levels or Constitution points lost due to death.

Transfer Knowledge: If desired, you can use this power to directly transfer knowledge of a power you know to another psionic character. You can give a character knowledge of a power of any level that she can manifest, even if the power is not normally on the character's power list. Knowledge of powers gained through *psychic chirurgery* does not count toward the maximum number of powers a character can know per level.

XP Cost: Each time you use psychic chirurgery to implant knowledge of a power in another creature, you pay an XP cost equal to 1,000 x the level of the power implanted. If you and the subject are both willing to do so, you can split this cost evenly.

Psychic Crush

Telepathy [Mind-Affecting]

Level: Psion/wilder 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial; see text

Power Resistance: Yes

Power Points: 9

Your will abruptly and brutally crushes the mental essence of any one creature, debilitating its acumen. The target must make a Will save with a +4 bonus or collapse unconscious and dying at -1 hit points. If the target succeeds on the save, it takes 3d6 points of damage.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points.

Psychic Reformation

Telepathy [Mind-Affecting]

Level: Psion/wilder 4

Display: Auditory, mental, and visual

Manifesting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7, XP; see text

When this power is manifested, the subject can choose to spend its most recently gained skill points differently (picking new skills and abandoning old ones if it chooses) and to choose a different feat from the one it selected when advancing from its previous level to its current level.

The subject can also choose to forget powers it acquired when advancing to its current level, replacing them with new ones. The subject can undo decisions of these sorts that were made at lower levels, if both the subject and the manifester agree to pay the necessary XP before this power is manifested (see below). The subject must abide by the standard rules for selecting skills and feats, and so it cannot take feats for which it doesn't qualify or take crossclass skills as class skills.

XP Cost: This power costs 50 XP to manifest to reformat choices made when the character reached her current level. For each additional previous level into which the revision reaches, the power costs an additional 50 XP. The manifester and subject split all XP costs evenly.

Psychic Vampire

Psychometabolism

Level: Egoist 4, psychic warrior 4

Display: Mental

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 7

This power shrouds your hand or a natural weapon you possess with darkness that you can use to drain an opponent's power. If you manifest this power to affect your hand, the next successful melee touch attack you make (if the victim fails its Fortitude save) drains 2 power points from your foe for every manifester level you have. The drained points simply dissipate. Your touch attack, charged with psionic power, is treated as an armed attack.

If you manifest this power to affect a natural weapon you possess, you must make a successful melee attack with the weapon to gain the power's benefit.

Against a psionic being that has no power points or a nonpsionic foe, your attack instead deals 2 points of Intelligence, Wisdom, or Charisma damage (your choice).

Psychofeedback

Psychometabolism

Level: Egoist 5, psychic warrior 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 9

You can readjust your body to boost one physical ability score at the expense of one or more other scores. Select one ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores. All score decreases are treated as a special form of ability damage, called ability burn, which cannot be magically or psionically healed—it goes away only through natural healing.

You can boost your Strength, Dexterity or Constitution score by an amount equal to your manifester level (or any lesser amount), assuming you can afford to burn your other ability scores to such an extent.

When the duration of this power expires, your ability boost also ends, but your ability burn remains until it is healed naturally.

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PSIONIC POWERS (Q-W)

Quintessence

Metacreativity (Creation)

Level: Shaper 4

Display: Material; see text

Manifesting Time: 1 round

Range: 0 ft.

Effect: 1-inch-diameter dollop of quintessence; see text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

You collapse a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called quintessence. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. You can smooth a dollop of quintessence around any extremely small object.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis.

Living flesh with only partial contact with quintessence is also partially pulled out of the time stream (the manifester is immune to this effect). This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs. Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When you do this, there is a 75% chance that the quintessence evaporates back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use.

Large quantities of quintessence could theoretically be gathered to preserve large items or structures (or even a complete living creature; if completely immersed, a living creature would not take the damage associated with partial contact).

However, psionic characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more hinder psionic activity within a 5-foot radius of the accumulation: Powers require twice as many power points to manifest, unless the manifester makes a successful Will save each time he or she attempts to manifest a power. Also in these circumstances, manifesting a psi-like ability that is usable at will is a full-round action rather than a standard action.

Read Thoughts

Telepathy [Mind-Affecting]

Level: Telepath 2

Display: Mental

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 3

You know the surface thoughts of the mind of any creature in the area that fails a Will save. A target that succeeds on its save is not affected by this manifestation of the power, even if it leaves the area and then reenters the area before the duration expires.

Creatures of animal intelligence have simple, instinctual thoughts that you can pick up. If you read the thoughts of a creature with an Intelligence of 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the power ends. This power does not let you pinpoint the location of an affected mind if you don't have line of sight to the subject.

Each round, you can turn to use this power in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Reality Revision

Clairsentience

Level: Psion/wilder 9

Saving Throw: See text

Power Resistance: See text

Power Points: 17, XP

As *bend reality*, but with more farreaching effects. A *reality revision* can produce any one of the following effects.

- Duplicate any psion power of 8th level or lower, provided the power is not prohibited to you.
- Duplicate any other power (but not a spell) of 6th level or lower, such as a psychic warrior power.
- Duplicate any psion power of 7th level or lower even if it's a power prohibited to you.
- Undo the harmful effects of many other powers, such as *microcosm*, *geas/quest*, or *insanity*.
- Create a nonpsionic item of up to 25,000 gp in value.
- Create a psionic item, or add to the powers of an existing psionic item (see XP cost below).
- Grant a creature a +1 inherent bonus to an ability score. Two to five *reality revisions* manifested in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score. Inherent bonuses are instantaneous, so they cannot be negated or dispelled. An inherent bonus cannot exceed +5 for a single ability score. Inherent bonuses to a particular ability score do not stack; only the best one applies.
- Remove injuries and afflictions. A single *reality revision* can aid one creature per manifester level, and all subjects are cured of the same kind of affliction.

Reality revision can not restore the experience point loss from manifesting a power or casting a spell, or the level or Constitution loss from being returned to life by those effects that reduce level or Constitution.

- Revive the dead. *Reality revision* can bring a dead creature back to life by duplicating a *resurrection* spell. This power can revive a dead creature whose body has been destroyed, but the task takes two manifestations of *reality revision*, one to recreate the body and another to infuse the body with life again. *Reality revision* cannot prevent a character who is brought back to life from losing a level.
- Transport travelers. This power can lift one creature per manifester level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.
- Undo misfortune. *Reality revision* can undo a single recent event. Manifesting the power forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and power resistance (if any) applies.

You can try to use *reality revision* to produce more powerful effects than these, but doing so is dangerous. The manifestation may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.

Duplicated powers allow saves and power resistance as normal (but save DCs are calculated as though the power is 9th level).

XP Cost: The minimum XP cost for manifesting *reality revision* is 5,000

XP: When a manifestation duplicates a power that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a manifestation creates or improves a psionic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

Recall Agony

Clairsentience [Mind-Affecting]

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 3

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive). That foe takes 2d6 points of damage as the past (or future) impinges briefly on the present.

Augment: For every additional power point you spend, this power's damage increases by 1d6 points. For each extra 2d6 points of damage, this power's save DC increases by 1.

Recall Death

Clairsentience [Death, Mind-Affecting]

Level: Psion/wilder 8

Saving Throw: Will partial; see text

Power Points: 15

As *recall agony*, except the wounds revealed by folding the fourth dimension are potentially fatal. If the target fails its Will save, it dies. If the save succeeds, the target instead takes 5d6 points of damage.

Reddopsi

Psychokinesis

Level: Kineticist 7

Display: Auditory, mental, and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Until discharged or 10 min./level

Power Points: 13

When you manifest *reddopsi*, powers targeted against you rebound to affect the original manifester. This effect reverses powers that have only you as a target (except *dispel psionics* and similar powers or effects). Powers that affect an area and those that produce effects can't be reversed. *Reddopsi* also can't reverse any power with a range of touch.

Should you rebound a power back against a manifester who also is protected by *reddopsi*, the power rebounds once more upon you.

Remote View Trap

Clairsentience [Electricity]

Level: Psion/wilder 6

Display: Mental and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours + 1 hour/level

Saving Throw: Will half; see text

Power Resistance: No

Power Points: 11

When others use *clairvoyant sense*, *remote viewing*, or other means of scrying you from afar, your prepared trap gives them a nasty surprise. If the scryer fails its saving throw, you are undetected. Moreover, the would-be observer takes 8d6 points of electricity damage. If the scryer makes its saving throw, it takes only 4d6 points of electricity damage and is able to observe you normally. Either way, you are aware of the attempt to view you, but not of the viewer or the viewer's location. It is possible that you might recognize the quasireal viewpoint of someone using the *remote viewing* power if you could pierce its *invisibility* (which is true for *remote viewing* whether or not you use this power).

Remote Viewing

Clairsentience (Scrying; see text)

Level: Seer 4

Display: Mental

Manifesting Time: 1 hour

Range: See text

Effect: Quasi-real viewpoint

Duration: 1 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7, XP

You send your mind across space and dimensions, forming it into a quasireal viewpoint from which you can see and hear some creature located at any distance from you, even if planar boundaries separate you. If the subject succeeds on a Will save, the *remote viewing* attempt fails, and you can't attempt to view that creature again for at least 24 hours. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthands (you have met the subject)	+0
Familiar (you know the subject well)	-5

*You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10
Subject on another plane	+5

If the subject fails its Will save, your mind coalesces a quasi-real viewpoint near enough to the subject to see and hear the subject and its immediate surroundings (up 30 feet in all directions away from the subject).

While the *remote viewing* lasts, your real body remains unmoving and unaware of your actual surroundings. On the other hand, your quasi-real viewpoint is treated in some ways as if it were an invisible *ectoplasmic form* of yourself, except as follows. This power is of the Scrying subdiscipline, but use the following information in place of the standard scrying sensor. As a quasi-real viewpoint, you can speak (though your voice is whispery).

You may potentially be sensed by the subject of your viewing (subjects who can see or sense invisible or hidden creatures automatically sense you; otherwise you make a Hide check with a +40 bonus to escape detection if immobile, or a +20 bonus if moving). You could be attacked (although if you become subject to *dispel psionics*, the *remote viewing* simply ends). If the subject moves, you can attempt to follow it at a speed of 20 feet, though if it gets farther than 30 feet from you (or you move farther than 30 feet from it), the power ends.

You can attempt to manifest one power through your quasi-real viewpoint, but you must make a Concentration check (DC 20 + level of the power you wish to manifest) to succeed. Manifesting (or attempting and failing to manifest) a power immediately ends the *remote viewing*.

Furthermore, all powers from your quasi-real viewpoint cost twice the usual number of power points (you can't exceed the power point limit set by your manifester level, so you are restricted to manifesting lower-level powers than you otherwise could). Power points you spend as a quasireal viewpoint are drained from your real body.

XP Cost: 20 XP.

Restoration, Psionic

Psychometabolism (Healing)

Level: Egoist 6

Display: Material

Manifesting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 11

This power cures all ability damage, and it restores all points drained from a single ability score (your choice if more than one score is drained). It also eliminates any fatigue or exhaustion suffered by the target. *Restoration* does not restore levels or Constitution points lost due to death.

Restoration can remove negative levels. It can also restore one level to a creature who has had a level drained, if the number of days since the creature lost the level is equal to or less than your manifester level. In such a case, *restoration* brings the creature up to the minimum number of experience points necessary to advance it to the next higher level, gaining it an additional Hit Die and level benefits accordingly.

Restore Extremity

Psychometabolism (Healing)

Level: Egoist 5

Display: Auditory

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

You restore a severed extremity to a creature that has lost a digit, hand, arm, leg, or even its head. This power does not restore life, but it returns a lost extremity to a living or dead creature if the creature is otherwise mostly intact. The original extremity

need not be present when this power is manifested; a new extremity is created by the power. If a head is restored to a body, the original head (if not already destroyed) loses all spark of identity, and can be considered so much dead tissue.

Retrieve

Teleportation [Mind-Affecting]

Level: Psion/wilder 6

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One object you can hold or carry in one hand, weighing up to 10 lb./level

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 11

You automatically teleport an item you can see within range directly to your hand. If the object is in the possession of an opponent, it comes to your hand if your opponent fails a Will save.

Augment: For every additional power point you spend, the weight limit of the target increases by 10 pounds.

Schism

Telepathy [Mind-Affecting]

Level: Telepath 4

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 7

Your mind splits into two independent parts. Each part functions in complete autonomy, like two characters in one body. Your new “second mind” does not control your body physically but is free to take one standard action in each round if the action is purely mental (such as manifesting a power) in the same round you take your normal actions.

Your second mind can manifest powers using your power point reserve, but only as if your manifester level were six lower than it is. Your second mind doesn’t provoke attacks of opportunity when manifesting a power, because doing so doesn’t distract your primary mind.

Your second mind takes its first action on your turn in the round after *schism* is manifested.

Both your minds communicate with each other telepathically. If you are subject to a compulsion or charm effect while you are of two minds, make a second saving throw if you fail the first. If you fail both, then the *schism* ends and you are affected normally by the power. If you fail just one, the *schism* ends immediately, but you are not subject to the compulsion or charm. Your second mind does not gain any advantages if you are subject to a *haste* effect, although you gain the overall standard benefits.

Second Chance

Clairsentience

Level: Seer 5

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Power Points: 9

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and with this foreknowledge you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check each round. You must take the result of the reroll, even if it’s worse than the original roll. You do not have to make another roll if satisfied with your original roll.

Sense Link

Telepathy [Mind-Affecting]

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One willing creature

Duration: Concentration, up to 1min./level

Power Points: 1

You perceive what the subject creature perceives using its sight, hearing, taste, or smell. Only one sense is linked, and you cannot switch between senses with the same manifestation.

You make any skill checks involving senses, such as Spot or Listen, as the subject, and only within the subject's field of view.

You lose your Dexterity bonus to AC while directly sensing what the subject senses.

Once *sense link* is manifested, the link persists even if the subject moves out of the range of the original manifestation (but the link does not work across planes). You do not control the subject, nor can you communicate with it by means of this power.

The strength of the subject's linked sense could be enhanced by other powers or items, allowing you the same enhanced sense. You are subject to any gaze attack affecting the subject creature (if you linked vision). If you are blinded or deafened, or suffer some other sensory deprivation, the linked creature functions as an independent sensory organ, and provides you the benefit of the linked sense from its perspective while this power's duration lasts.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, you can have the subject perceive one of your senses instead of the other way around.

2. If you spend 4 additional power points, you can link to a second sense of the same subject.

Sense Link, Forced

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

As *sense link*, except you can use this power on any creature (willing or unwilling), and this power can't be augmented.

Sensitivity to Psychic Impressions

Clairsentience

Level: Seer 2

Display: Auditory and material

Manifesting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you

Duration: Concentration, up to 10 min./level

Saving Throw: None

Power Resistance: No

Power Points: 3

You gain historical vision in a given location. Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past.

The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain, or any other event where one emotion dominates. Everyday occurrences leave no residue for a manifester to detect.

The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language.

Beginning with the most recent significant event at a location and working backward in time, you can sense one distinct event for every 10 minutes you maintain concentration, if any such events exist to be sensed. Your sensitivity extends into the past a maximum number of years equal to $100 \times$ your manifester level.

Sequester, Psionic

Clairsentience

Level: Psion/wilder 7

Display: None

Manifesting Time: 1 standard action

Range: Touch

Target: One willing creature or one object (up to a 2-ft. cube/level) touched

Duration: One day/level (D)

Saving Throw: None or Will negates (object)

Power Resistance: No or Yes (object)

Power Points: 13, XP

As the *sequester* spell, except as noted here.

XP Cost: 75 XP.

Shadow Body

Psychometabolism

Level: Psion/wilder 8

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Power Points: 15

Your body and all your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light.

You can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall.

Your space does not change, so you cannot move into locations you would not normally be able to move into.

While in your *shadow body*, you gain damage reduction 10/magic and darkvision out to 60 feet. You are immune to extra damage from critical hits, ability damage, disease, drowning, and poison. You take only half damage from acid, electricity, and fire of all kinds.

While affected by this power, you can be detected by powers that read thoughts, life, or presences (including *true seeing*), or if you make suspicious movements in lighted areas.

You cannot harm anyone physically or manipulate any objects, but you can use your powers normally. Doing so may attract notice, but if you remain in a shadowed area, you get a +15 bonus on your Hide check to remain unnoticed.

Share Pain

Psychometabolism

Level: Psion/wilder 2

Display: Material and mental

Manifesting Time: 1 standard action

Range: Touch

Targets: You and one willing creature, or two willing creatures; see text

Duration: 1 hour/level (D)

Power Points: 3

This power creates a psychometabolic connection between you and a willing subject so that some of your wounds are transferred to the subject. You take half damage from all attacks that deal hit point damage to you, and the subject takes the remainder. The amount of damage not taken by you is taken by the subject. If your hit points are reduced by a lowered Constitution score, that reduction is not shared with the subject because it is not a form of hit point damage. When this power ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move farther away from each other than close range, the power ends.

You can manifest this power on two willing subjects, one of which you designate to share its damage with the other.

Share Pain, Forced

Psychometabolism

Level: Psion/wilder 3

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Power Resistance: Yes

Power Points: 5

As *share pain*, except as noted here.

You attempt to force the sharing of your wounds with an unwilling creature, and for less time. If you are immune to the type of damage dealt, or if you convert lethal damage into nonlethal damage, the target takes no damage.

Augment: For every 2 additional power points you spend, this power's save DC increases by 1.

Shatter Mind Blank

Telepathy

Level: Psion/wilder 5

Display: Olfactory

Manifesting Time: 1 standard action

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

This power can negate a *psionic mind blank* or a *personal mind blank* affecting the target. If the target fails its save and does not overcome your attempt with its power resistance, you can shatter the mind blank by making a successful check ($1d20 +$ your manifester level, maximum +20) against a DC equal to $11 +$ the manifester level of the creator of the *mind blank* effect. If you succeed, the *psionic mind blank* or *personal mind blank* ends, allowing you to affect the target thereafter with mind-affecting powers.

Skate

Psychoportation

Level: Psion/wilder 1, psychic warrior 1

Display: Material and visual

Manifesting Time: 1 standard action

Range: Personal or touch; see text

Target: You or one willing creature or one unattended object (total weight up to 100 lb./level); see text

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: Yes (harmless, object)

Power Points: 1

You, another willing creature, or an unattended object can slide along solid ground as if on smooth ice. If you manifest *skate* on yourself or another creature, the subject of the power retains equilibrium by mental desire alone, allowing her to gracefully skate along the ground, turn, or stop suddenly as desired. The skater's land speed increases by 15 feet. (This adjustment is treated as an enhancement bonus.) As with any effect that increases speed, this power affects the subject's maximum jumping distance.

The subject can skate up or down any incline or decline she could normally walk upon without mishap, though skating up an incline reduces the subject's speed to normal, while skating down a decline increases her speed by an additional 15 feet. (This adjustment is treated as a circumstance bonus.)

If you manifest *skate* on an object, treat the object as having only one-tenth of its normal weight for the purpose of dragging it along the ground.

Solicit Psicrystal

Telepathy

Level: Psion/wilder 3

Display: Auditory

Manifesting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Your psicrystal

Duration: 1 round/level (D)

Saving Throw: No

Power Resistance: No

Power Points: 5

Your psicrystal takes over the responsibility of maintaining concentration on any single power you have manifested and are concentrating on. While maintaining this concentration, the psicrystal is limited to move actions in each round, as normal. When the duration of *solicit psicrystal* expires, the power you transferred to the psicrystal ends (even

if this would mean that the power ends earlier than normal). If necessary, the psicrystal makes Concentration checks using your Concentration modifier.

You can manifest this power (and transfer the responsibility) with an instant thought, quickly enough to gain the benefit of the power before you take any other actions in a round. Manifesting the power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment: For every additional power point you spend, this power's maximum duration increases by 1 round.

Steadfast Perception

Clairsentience

Level: Psychic warrior 4

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 7

Your vision cannot be distracted or misled, granting you immunity to all figments and glamers (such as *invisibility*).

Moreover, your Spot and Search checks receive a +6 enhancement bonus for the duration of this power. This power also grants you another saving throw against someone using *false sensory input* on you, but you must realize that that power has been used in order to know enough to manifest *steadfast perception*.

Stomp

Psychokinesis

Level: Psychic warrior 1

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: 20 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 1

Your foot stomp precipitates a psychokinetic shock wave that travels along the ground, toppling creatures and loose objects. The shock wave affects only creatures standing on the ground within the power's area. Creatures that fail their saves are thrown to the ground, become prone, and take 1d4 points of nonlethal damage.

Augment: For every additional power point you spend, this power's nonlethal damage increases by 1d4 points.

Strength of My Enemy

Psychometabolism

Level: Psychic warrior 2

Display: Visual; see text

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Power Points: 3

You gain the ability to siphon away your enemy's strength for your own use. One of your natural or manufactured weapons becomes the instrument of your desire, and deals 1 point of Strength damage on each successful hit. You gain that point of Strength as an enhancement bonus to your Strength score. Strength you siphon from different foes is tracked separately—the total siphoned from each individual foe is considered a separate enhancement bonus to your Strength (maximum +8), and you gain only the highest total.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the maximum enhancement bonus you can add to your Strength increases by 2.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Suggestion, Psionic

Telepathy (Compulsion) [Mind-Affecting, Language-Dependent]

Level: Telepath 2

Display: Auditory

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

As the *suggestion* spell, except as noted here.

Augment: For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Suspend Life

Psychometabolism

Level: Psion/wilder 6, psychic warrior 6

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Permanent unless ended or dismissed; see text

Power Points: 11

You can place yourself into a trance so deep that you are almost in suspended animation. Even powers that detect life or thought are incapable of determining that you are alive.

While you are suspended, you are aware of your surroundings. You feel the passage of one day for every year that actually passes. Though on a slower schedule, you grow hungry after a “day” without food (though a year passes in actuality) and begin to suffer the effects of thirst and starvation as appropriate.

If you take any damage, you come out of your trance 4 rounds later. The trance can also be ended by a successful use of *dispel psionics*. If you choose to dismiss the power, your trance ends 10 rounds later.

Sustenance

Psychometabolism

Level: Psion/wilder 2, psychic warrior 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 3

You can go without food and water for one day. Each time you manifest this power, your body manufactures sufficient solid and liquid nourishment to satisfy your needs for that time.

Swarm of Crystals

Metacreativity (Creation)

Level: Psion/wilder 2

Display: Material

Manifesting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped spread

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

Thousands of tiny crystal shards spray forth in an arc from your hand. These razorlike crystals slice everything in their path. Anyone caught in the cone takes 3d4 points of slashing damage.

Augment: For every additional power point you spend, this power’s damage increases by 1d4 points.

Synesthete

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 1

You receive one kind of sensory input when a different sense is stimulated. In particular, you can either feel light or feel sound. You can shift your stimulated sense between these two options once per round as a swift action. Your senses continue to work normally as well, unless they are impaired for some reason.

Your face must be uncovered to use this power, because it is the skin of your face that acts as the sensory receiver.

If you are feeling light by absorbing ambient light onto your skin, you have your normal visual abilities (except for darkvision), even if your eyes are closed or you are blinded. If your eyes are working normally, you gain a +4 circumstance bonus on all Spot and Search checks. While feeling light, you are immune to gaze attacks.

If you are feeling sound by absorbing sound onto your skin and your ears are working normally, the expanded audio input provides you with a +4 circumstance bonus on Listen checks.

Psionic or magical displacement effects, invisibility effects, illusions, and other similar effects confuse your *synesthete* senses just as they would your normal senses.

You can also use this power to see sound if you are deafened, or hear light if you are blinded, thus removing all penalties associated with either condition (though you gain no bonuses for using the power in this way if you are not deafened or blinded).

Telekinetic Force

Psychokinesis [Force]

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One object at a time

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates (object); see text

Power Resistance: Yes (object)

Power Points: 5

You move an object by concentrating your mind upon its current location and then the location you desire, creating a sustained force. You can move an object weighing no more than 250 pounds up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with power resistance. The weight can be moved across the ground or through the air. This power ends if the object is forced out of range. If you cease concentration, the object falls or stops.

You can drop a weight and pick up another during the power's duration, as long as you don't stop concentrating on maintaining the power. An object can be telekinetically manipulated as if you were moving it with one hand.

If you spend at least 5 rounds concentrating on an unattended object, you can attempt to break or burst it as if making a Strength check, except that you apply your key ability modifier to the check instead of your Strength modifier.

Augment: For every additional power point you spend, the weight limit of the target increases by 25 pounds.

Telekinetic Maneuver

Psychokinesis [Force]

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: Yes

Power Points: 7

You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a grapple (including a pin), or a trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your manifester level in place of your base attack bonus (for disarm and grapple attempts), you use your Intelligence modifier in place of your Strength modifier or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as normally allowed on disarm or trip attempts). No save is allowed against these attempts, but power resistance applies normally.

Augment: For every 2 additional power points you spend, this power grants a +1 bonus on your checks involving bull rush, disarm, grapple, or trip attempts.

Telekinetic Sphere, Psionic

Psychokinesis [Force]

Level: Kineticist 8

Display: Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around creatures or objects

Duration: 1 min./level (D)

Saving Throw: Reflex negates (object)

Power Resistance: Yes (object)

Power Points: 15

As the *telekinetic sphere* spell, except as noted here.

Telekinetic Thrust

Psychokinesis

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target or Targets: One or more objects or creatures with a total weight of 250 lb. or less

Duration: Instantaneous

Saving Throw: Will negates or Will negates (object); see text

Power Resistance: Yes or Yes (object); see text

Power Points: 5

You can affect one or more objects or creatures by concentrating your mind upon, sending them in a deadly hail at your foes—or simply by hurling your foe! You can hurl one object or creature per manifester level (maximum fifteen separate targets), as long as all are within the power's range and each is no more than 10 feet away from another one. Each object or creature can be hurled a maximum distance of 10 feet per level.

You must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items with the items, applying your Intelligence modifier to the attack roll instead of your Dexterity modifier. Hurled weapons deal their standard damage (your Strength bonus does not apply; arrows or bolts deal damage as daggers of their size when used in this manner). Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder).

Creatures are allowed Will saves (and power resistance) to negate the effect, as are those whose held possessions are targeted by this power.

If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Augment: For every additional power point you spend, the weight limit of the target or targets increases by 25 pounds.

Telepathic Projection

Telepathy (Charm) [Mind-Affecting]

Level: Psion/wilder 1

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 1

You alter the subject's mood, adjusting its attitude toward you by one step in a positive direction. For instance, an unfriendly creature can be made indifferent, or a hostile creature unfriendly. You can grant a +4 bonus on your own (or others') Bluff, Diplomacy, Intimidate, Perform, or Sense Motive checks involving the affected creature.

Teleport, Psionic

Psychoportation (Teleportation)

Level: Nomad 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal and touch

Target or Targets: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None or Will negates (object)

Power Resistance: No or Yes (object)

Power Points: 9

As the *teleport* spell, except as noted here.

Teleport, Psionic Greater

Psychoportation (Teleportation)

Level: Psion/wilder 8

Power Points: 15

As the *greater teleport* spell, except as noted here.

Teleportation Circle, Psionic

Psychoportation (Teleportation)

Level: Nomad 9

Display: Mental

Manifesting Time: 10 minutes

Range: 0 ft.

Effect: 5-ft.-radius circle that teleports those who activate it

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: Yes

Power Points: 17

As the *teleportation circle* spell, except as noted here.

Teleport Trigger

Psychoportation (Teleportation)

Level: Nomad 5

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Power Points: 9

You specify a situation that triggers your automatic manifestation of a *psionic teleport*, taking you to a predetermined location. You must know the *psionic teleport* power and have sufficient power points to manifest it when the specified situation occurs.

The *teleport trigger* goes off on the initiative count immediately after the specified situation occurs, even if you are flat-footed or you have already taken your turn in the current round. The specified situation can be described in general terms or specific terms.

Temporal Acceleration

Psychoportation

Level: Psion/wilder 6

Display: None

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round (in apparent time); see text

Power Points: 11

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You are free to act for 1 round of apparent time. You can manifest powers, cast spells, move, or perform other types of actions, subject to the restrictions outlined below.

While your *temporal acceleration* is in effect, other creatures are invulnerable to your attacks and powers. This means you cannot target a creature with any attack or power. However, a power you manifest that affects an area and has a duration longer than the remaining duration of your *temporal acceleration* has its normal effect on creatures in the area once this power ends.

You can affect an unattended object but not an object held, carried, or worn by another creature. You are undetectable by any means while your *temporal acceleration* lasts.

While under the effect of this power, you cannot enter an area protected by a *null psionics field* or by a power or spell that neutralizes high-level powers or spells. Normal and magical fire, cold, acid, and the like can still harm you.

When your *temporal acceleration* expires, you resume acting during your current turn in the standard time frame. You are shaken for 1 round upon your return to the standard time frame.

Splintered or partitioned minds within your own mind, such as might be in effect through the use of powers such as *schism*, are not temporally speeded up, even if your second mind manifested this power (your primary mind gains the benefit, while your second mind remains stuck in the standard time frame).

Manifesting this power is a swift action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You cannot manifest this power when it isn't your turn.

Augment: For every 4 additional power points you spend, this power's duration (in apparent time) increases by 1 round.

Thicken Skin

Psychometabolism

Level: Egoist 1, psychic warrior 1

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 1

Your skin or natural armor thickens and spreads across your body, providing a +1 enhancement bonus to your Armor Class.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the enhancement bonus increases by 1.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

Thought Shield

Telepathy [Mind-Affecting]

Level: Psion/wilder 2, psychic warrior 2

Display: Auditory

Manifesting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Power Points: 3

You fortify your mind against intrusions, gaining power resistance 13 against all mind-affecting powers.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round. You can use this power even when it's not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round, and the power resistance it provides increases by 1 point.

Time Hop

Psychoportation

Level: Psion/wilder 3

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One Medium or smaller creature, or one object weighing 300 lb. or less

Duration: 1 round/level; see text

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The subject of the power hops forward in time 1 round for every manifester level you have. In effect, the subject seems to disappear in a shimmer of silver energy, then reappear after the duration of this power expires. The subject reappears in exactly the same orientation and condition as before. From the subject's point of view, no time has passed at all.

In each round of the power's duration, on what would have been the subject's turn, it can attempt a DC 15 Wisdom check. Success allows the subject to return. The subject can act normally on its next turn after this power ends.

If the space from which the subject departed is occupied upon his return to the time stream, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can affect a creature of one size category larger, or double the weight of an object to be affected.
2. For every 2 additional power points you spend, this power can affect an additional target. Any additional target cannot be more than 15 feet from another target of the power.

Time Hop, Mass

Psychoporation

Level: Nomad 8

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: All willing creatures in range

Duration: Up to 1 hour/level; see text

Power Points: 15

As *time hop*, except you can affect any number of willing subjects in range, including yourself. You can choose which creatures are affected by the power. The subjects hop forward in time a number of hours equal to your manifester level, or some shorter number of hours; you decide how many hours the *mass time hop* lasts when you manifest the power.

Augment: If you spend 6 additional power points, you can manifest this power as an immediate action.

Time Regression

Psychoporation

Level: Nomad 9

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

Power Points: 17, XP

You can regress apparent time 1 round into the past. In effect, you "replay" the previous round of activity. The power regresses time to the point along the time stream just prior to your previous turn, undoing the effects of everyone else's actions in the meantime. Once you have used *time regression*, only you retain knowledge of what happened during the round that is being replayed; however, you can communicate that knowledge verbally to your companions, if desired. During the round that you live through a second time, you can act on knowledge you previously gained by already living through the immediate future. In all likelihood, you'll probably not choose to manifest *time regression* during your second pass through the time stream, instead taking completely new actions, but you pay the XP cost all the same.

XP Cost: 1,000 XP.

Timeless Body

Psychoporation

Level: Psion/wilder 9

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Power Points: 17

Your body ignores all harmful (and helpful) effects, beginning when you finish manifesting this power and ending at the end of your next turn. While *timeless body* is in effect, you are invulnerable to all attacks and powers.

This power cannot be quickened.

Tongues, Psionic

Telepathy [Mind-Affecting]

Level: Psion/wilder 2

Display: None

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Power Points: 3

As the *tongues* spell, except as noted here. This power does not enable you to speak with creatures immune to mind-affecting powers.

Tornado Blast

Psychokinesis

Level: Kineticist 9

Display: Auditory and visual; see text

Manifesting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half; see text

Power Resistance: No

Power Points: 17

You induce the formation of a slender vortex of fiercely swirling air. When you manifest it, a vortex of air visibly and audibly snakes out from your outstretched hand.

If you want to aim the vortex at a specific creature, you can make a ranged touch attack to strike the creature. If you succeed, direct contact with the vortex deals 8d6 points of damage to the creature (no save).

Regardless of whether your ranged touch attack hits (and even if you forgo the attack), all creatures in the area (including the one possibly damaged by direct contact) are picked up and violently dashed about, dealing 17d6 points of damage to each one. Creatures that make a successful Reflex save take half damage.

After being dashed about, each creature that was affected finds itself situated in a new space 1d4 x 10 feet away from its original space in a random direction. Walls and other barriers can restrict this relocation; in such a case, the creature ends up adjacent to the barrier.

Augment: For every additional power point you spend, this power's area damage (not the damage from direct contact dealt to a specific creature) increases by 1d6 points (to a maximum of 24d6 points). For each extra 2d6 points of damage, this power's save DC increases by 1.

Touchsight

Psychometabolism

Level: Psion/wilder 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min./level (D)

Power Points: 5

You generate a subtle telekinetic field of mental contact, allowing you to "feel" your surroundings even in total darkness or when your sight would otherwise be obscured by your physical environment. Your *touchsight* field emanates from you out to 60 feet. You ignore invisibility, darkness, and concealment, though you must have line of effect to a creature or an object to discern it. You do not need to make Spot or Listen checks to notice creatures; you can detect and pinpoint all creatures within 60 feet. In many circumstances, comparing your regular senses to what you learn with *touchsight* is enough to tell you the difference between visible, invisible, hiding, and concealed creatures.

Augment: For every 2 additional power points you spend, the radius of your *touchsight* field increases by 10 feet.

Tower of Iron Will

Telepathy [Mind-Affecting]

Level: Psion/wilder 5

Display: Auditory

Manifesting Time: 1 immediate action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 round

Saving Throw: None (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

You generate a bastion of thought so strong that it offers protection to you and everyone around you, improving the self-control of all. You and all creatures in the power's area gain power resistance 19 against all mindaffecting powers.

You can manifest this power instantly, quickly enough to gain its benefits in an emergency. Manifesting the power is an immediate action, like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.

You can use this power even when it is not your turn.

Augment: For every additional power point you spend, this power's duration increases by 1 round and the power resistance it provides increases by 1 point.

Trace Teleport

Clairsentience

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Spread with a radius of 25 ft. + 5 ft./2 levels, centered on you

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

As *detect teleportation*, except you can trace the destination of any psionic or magical teleportation made by others within this power's area within the last minute.

You know the direction and distance the individuals traveled and could teleport to the location yourself if you so desired (and if you know the *psionic teleport* power), as if you had "seen casually" the location. This power does not grant you any information on the conditions at the other end of the trace beyond the mental coordinates of the location.

Augment: If you spend 2 additional power points, this power's range increases to Medium (100 ft. + 10 ft./level).

True Creation

Metacreativity (Creation)

Level: Shaper 9

Duration: Instantaneous

Power Points: 17, XP

As *psionic major creation*, except items created are enduring and cannot be negated by dispelling magic or negating powers.

For all intents and purposes, these items are completely real.

XP Cost: 1/5 of the item's gold piece value, or a minimum of 1 XP.

True Metabolism

Psychometabolism

Level: Psion/wilder 8

Display: Material

Manifesting Time: 1 round

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 15

You are difficult to kill while this power persists. You automatically heal damage at the rate of 10 hit points per round. This power is not effective against damage from starvation, thirst, or suffocation. Also, attack forms that don't deal hit point damage (for example, most poisons) ignore *true metabolism*. You can also use this power to regrow lost portions of your body and to reattach severed limbs or body parts, if you do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for the duration of the power. You do not gain the benefits described earlier when you manifest *true metabolism* for this purpose. You must have a Constitution score to gain any of this power's benefits.

True Seeing, Psionic

Clairsentience

Level: Psion/wilder 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 9

As the *true seeing* power, except as noted here.

Truevenom

Psychometabolism

Level: Psychic warrior 4

Display: Material; see text

Manifesting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 min./level or until discharged

Saving Throw: None and Fortitude negates; see text

Power Points: 7

If you have a claw attack (either from an actual natural weapon or from an effect such as *claws of the beast*), you can use this power to produce a horrible poison that coats one of your claws. On your next successful melee attack with the claw during the power's duration, the poison deals 1d8 points of Constitution damage immediately and another 1d8 points of Constitution damage 1 minute later. The target of your attack can negate each instance of damage with a Fortitude save.

Truevenom Weapon

Psychometabolism (Creation)

Level: Psychic warrior 4

Range: Touch

Target: Weapon touched

Power Points: 7

As *truevenom*, except your weapon gains the poison coating as long as it remains in your grip, until the effect is discharged, or until the duration expires, whichever occurs first.

Ubiquitous Vision

Clairsentience

Level: Psion/wilder 3, psychic warrior 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Power Points: 5

You have metaphoric "eyes in the back of your head," and on the sides and top as well, granting you benefits in specific situations. In effect, you have a 360-degree sphere of sight, allowing you a perfect view of creatures that might otherwise flank you. Thus, flanking opponents gain no bonus on their attack rolls, and rogues are denied their sneak attack ability because you do not lose your Dexterity bonus (but they may still sneak attack you if you are caught flat-footed). Your Spot and Search checks gain a +4 enhancement bonus. Concurrently, you take a -4 penalty on saves against all gaze attacks during the power's duration.

Ultrablast

Telepathy [Mind-Affecting]

Level: Psion/wilder 7

Display: Auditory; see text

Manifesting Time: 1 standard action

Range: 15 ft.

Area: 15-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Will half

Power Resistance: Yes

Power Points: 13

You “grumble” psychically (which both psionic and nonpsionic creatures can detect), then release a horrid shriek from your subconscious that disrupts the brains of all enemies in the power’s area, dealing 13d6 points of damage to each enemy.

Augment: For every additional power point you spend, this power’s damage increases by 1d6 points.

Vampiric Blade

Psychometabolism

Level: Psychic warrior 3

Display: Material and visual

Manifesting Time: 1 standard action

Range: 0 ft.

Target: One weapon you hold

Duration: 1 round/level

Power Points: 5

As *claws of the vampire*, except your weapon is affected as long as it remains in your grip or until this power’s duration expires.

Vigor

Psychometabolism

Level: Psion/wilder 1, psychic warrior 1

Display: Material and olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 1

You suffuse yourself with power, gaining 5 temporary hit points. Using this power again when an earlier manifestation has not expired merely replaces the older temporary hit points (if any remain) with the newer ones.

Augment: For every additional power point you spend, the number of temporary hit points you gain increases by 5.

Wall of Ectoplasm

Metacreativity (Creation)

Level: Psion/wilder 4

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7

You fashion a roiling wall of ectoplasm, imbuing it with solidity. The wall cannot move once it is formed. It is 1 inch thick per four manifeste levels and occupies up to one 5-foot square per level. Each 5-foot square of the wall has 10 hit points per inch of thickness and hardness 5. A section of the wall whose hit points drop to 0 is breached. If a creature tries to break through the wall, the DC for the Strength check is $15 + 2$ per inch of thickness.

The *wall of ectoplasm* is susceptible to *dispel psionics*, but it gains a +4 bonus on any check to determine whether the wall is negated. Spells, powers, and breath weapons cannot pass through the wall in either direction (though they could damage it). It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating).

under or over it through material floors and ceilings). The wall is opaque, so neither vision nor gaze attacks operate through it. The wall does not block psychoportive travel, such as that provided by the *psionic teleport* power. You can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level. The *wall of ectoplasm* must be continuous and unbroken when manifested. If its surface is interrupted by any object or creature, the power fails.

Wall Walker

Psychoporation

Level: Psychic warrior 2

Display: Material

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Power Points: 3

You can walk on vertical surfaces or even traverse ceilings (you need not make Climb checks to traverse these surfaces). Because of the need to keep at least one foot in contact with the wall or ceiling at all times, you cannot jump or use the run action, and you can move at only half speed.

You retain your Dexterity bonus to Armor Class, if any, and opponents gain no special bonuses against you.

Weapon of Energy

Psychokinesis [see text]

Level: Psychic warrior 4

Display: Visual

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Fortitude negates (object, harmless)

Power Resistance: None

Power Points: 7

As *claw of energy*, except this power can be manifested on a touched weapon. This power's subtype is the same as the type of energy infused in the touched weapon.

PSIONIC MONSTERS

PSIONIC CREATURES

Any creature with psionic powers has the psionic subtype. A psionic creature can be born with the subtype or can gain the subtype during its life.

A creature meeting any one of the following criteria has the psionic subtype:

- Creatures with a power point reserve, including characters who have levels in a character class that grants them a power point reserve or creatures who have the Wild Talent feat.
- Creatures with psi-like abilities, including characters who have racial psi-like abilities.
- Creatures that have spell-like abilities described as “psionics.”

Traits: Other than the fact that all psionic creatures have psionic powers, power points, or psi-like abilities, psionic creatures have no specific traits. The psionic subtype serves to identify creatures that may be vulnerable to powers, spells, and effects targeting psionic creatures.

THE PSIONIC SUBTYPE

The psionic subtype applies to creatures that can use psionic powers or abilities or that have the ability to manifest powers. (In other words, a creature with the psionic subtype either has a power point reserve or has psi-like abilities.) It also applies to creatures from other sources that have spell-like abilities labeled as “psionics.”

Characters who have levels in any class that grants the use of psionics, or who have psi-like abilities as racial traits, gain the psionic subtype.

Traits: Other than the fact that all psionic creatures have psionic powers or psi-like abilities, psionic creatures have no specific traits. The psionic subtype simply identifies creatures that may be vulnerable to powers, spells, and effects targeting psionic creatures.

Undead Psionic Creatures

A psionic undead creature, although rare, is a force to be reckoned with.

Because undead are immune to mind-affecting effects (including charms and compulsions), they are particularly threatening to other psionic creatures and characters (especially telepaths). Psionic undead creatures can use mind-affecting powers on the living, even though they themselves are immune to such attacks. However, an undead creature may have the psionic subtype if it meets the criteria described above, and thus be vulnerable to non-mind-affecting powers or effects that specifically affect psionic creatures.

Intelligent constructs and plants with psionic powers or psi-like abilities also share this advantage.

PSIONIC POWERS

Creatures with psionic powers are similar to creatures with racial spellcasting ability. They have the ability to manifest powers just as a member of a psionic character class can (and can activate psionic items accordingly).

Creatures with the ability to use powers are subject to the same rules for manifesting powers that characters are, but they are not actually members of a class and do not gain any class abilities unless otherwise specified.

Creatures with psionic powers generally emulate the manifesting ability of a particular psionic class. When such a creature takes levels in that same class, it can stack its innate psionic powers and its class power progression together.

Creatures with psionic powers that take levels in a class other than the one they emulate combine their two power point reserves into a single reserve, but they manifest powers from each psionic class separately.

PSI-LIKE ABILITIES

Most psionic monsters have some number of psi-like abilities. These are very similar to spell-like abilities. Naturally, they are psionic and work just like powers or spells. A creature with psi-like abilities does not pay for these abilities with power points and does not pay any XP cost associated with manifesting the power the ability duplicates.

Psi-like abilities do not work in a *null psionics field* and are subject to power resistance if the power or spell the ability duplicates would be subject to power resistance. A psi-like ability usually has a limit on how often it can be used. A psi-like ability that can be used at will has no use limit. Using a psi-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 psi-like ability defensively and avoid provoking attacks of opportunity, just as when using a power or casting a spell. A psi-like ability can be interrupted just as a spell can be. Psi-like abilities cannot be used to counterspell, nor can they be counterspelled.

All creatures with psi-like abilities are assigned a manifester level, which indicates how difficult it is to dispel their psi-like effects and determines all level-dependent variables (such as range or duration) the abilities might have. When a creature uses a psi-like ability, the power is manifested as if the creature had spent a number of power points equal to its manifester level,

which may augment the power to improve its damage or save DC. However, the creature does not actually spend power points for its psi-like abilities, even if it has a power point reserve due to racial abilities, class levels, or some other psionic ability.

The DC of a saving throw (if applicable) against a creature's psi-like ability is $10 + \text{the level of the power or spell} + \text{the ability duplicates} + \text{the creature's Cha modifier}$. Remember to check the power's Augment entry to see if the creature's manifester level (and thus the effective power point expenditure) increases the DC of the saving throw. Changes to the effect's save DC, damage, and so on are noted in the psi-like ability entry.

Psionic Focus

Some creatures have feats that can be used only when the creature is psionically focused, or that require the creature to expend its psionic focus. Assume that such a creature is psionically focused before entering combat.

Psi-Like Abilities and Feats

Creatures with access to psi-like abilities can use the feats Empower Spell-Like Ability and Quicken Spell-Like Ability. These feats can be used only on psi-like abilities that do not have increased effects due to augmentation. Furthermore, the creature can empower only a psi-like ability with a level less than or equal to half its manifester level (round down) minus 2, and can quicken only a psi-like ability with a level less than or equal to half its manifester level (round down) minus 4.

Creatures with "Psionics" Entries

Psionic monsters often possess spell-like abilities that are identified as "psionics," instead of "spell-like abilities." For all intents and purposes, creatures with spell-like abilities described as psionics are considered to possess psi-like abilities, and they manifest their powers as described above.

Psionic Spells

In some cases, a creature's psi-like abilities (or abilities listed under a creature's psionics entry) may include an effect that does not duplicate any listed power. For such abilities, simply use the existing spell description. Treat the creature's manifester level as the caster level for the spell. The ability is still psionic in origin, so spells and powers that specifically affect psionic powers can negate or reduce its effects as they would any other psionic power.

Psionic Versions Of Creatures

Below are presented psionic versions of the following creatures: aboleth, couatl, and duergar,. These alternate versions are psionic equivalents of their standard counterparts.

Only the portions of the monster entry that are specifically changed by the addition of psionics rules have been listed. All other elements of the creature remain the same.

READING PSIONIC CREATURE ENTRIES

Creatures with Psi-Like Abilities

Each of a creature's psi-like abilities has a manifester level. Each ability that allows a saving throw also gives a save DC in parentheses following the power name.

Powers that have increased effects due to augmentation include information about the effect. An asterisk indicates that the power has already been augmented by the creature's innate ability.

Powers that can't be augmented, or that are manifested at their normal minimum level, do not contain any special notations. Resolve the effect of manifesting the power without augmentation at the creature's given manifester level.

Some creatures may have particular powers that are manifested at a higher or lower level than their normal manifester level. In such cases, the manifester level is given in the parenthetical information following the power name.

ABOLETH, PSIONIC

Huge Aberration (Aquatic, Psionic)

Special Attacks: Psi-like abilities, slime

Feats: Alertness, Combat Manifestation, Iron Will

COMBAT

A psionic aboleth does not possess spell-like abilities or the enslave ability of the standard aboleth. Instead, it has psi-like abilities, including *psionic dominate*.

Psi-Like Abilities: At will—*disable* (30-ft. cone, 12 HD, DC 20*), *false sensory input* (five targets, DC 16*), *mental disruption* (20-ft. radius, DC 18*), *mindlink* (unwilling, nine targets, DC 14*); 3/day—*ego whip* (ML 7th, 2d4, DC 17*), *id*

insinuation (ML 7th, three targets, DC 17*), *psionic dominate* (any target, 24 hours, DC 20*), *thought shield* (power resistance 21, 3 rounds*); 1/day—*psionic modify memory* (DC 17), *remote viewing* (DC 17), *wall of ectoplasm* (DC 17). Manifester level 13th. The save DCs are Charisma-based.

*Includes augmentation for the aboleth's manifester level.

ASTRAL CONSTRUCT

Astral constructs are brought into being by the metacreativity power *astral construct*. They are formed from raw ectoplasm (a portion of the astral medium drawn into the Material Plane). The power points spent by the construct's creator during the manifestation of the power determine the level of the astral construct created. However, even astral constructs of the same level vary somewhat from each other, depending on the whims of their creators.

COMBAT

Astral constructs act as directed by their creators. As a free action, a construct's manifester can direct the construct to attack particular enemies, use specific tactics or powers, perform other actions, or do nothing at all. The construct does exactly what its creator directs it to do.

An astral construct generally appears as an animate clump of ectoplasm with a vaguely humanoid shape, but the manifester can mold or sculpt one according to his or her whim within the limits imposed by the creature's size. The quality of such "construct sculpture" is determined by a Craft (sculpting) check. A result of 10 to 19 creates a creature that is recognizably similar to the desired creature shape; a result of 20 to 29 creates a construct that looks like an accurate portrayal of that creature type; a result of 30 or higher creates a construct that looks like a specific individual. No matter how high the Craft (sculpting) check result, though, an astral construct's appearance can't hide the otherworldly material from which it is formed.

Construct Traits: An astral construct has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Special Abilities: Every time an astral construct is created, the manifester can choose to apply one special ability to the construct. When the manifester begins to manifest the *astral construct* power, he chooses one or more special abilities from a menu of abilities appropriate to that level of astral construct.

CREATING AN ASTRAL CONSTRUCT

When manifesting the *astral construct* power, the manifester assembles the desired creature from a menu of choices, as specified in the construct's statistics block. A manifester can always substitute two choices from a lesser menu for one of its given abilities. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed.

Some menu choices grant an astral construct the ability to manifest specific powers as psi-like abilities. Unless using the ability is a free action, an astral construct manifesting such a power does so as a standard action that provokes attacks of opportunity. All such powers have a manifester level equal to the astral construct's Hit Dice or the creator's manifester level, whichever is lower.

An astral construct does not need to meet the prerequisites for a feat granted by a menu choice.

Astral Construct Menu A

A manifester creating a 1st-level, 2nd-level, or 3rd-level astral construct can choose one special ability from this menu.

Buff (Ex): The astral construct gains an extra 5 hit points.

Celerity (Ex): The astral construct's land speed is increased by 10 feet.

Cleave (Ex): The astral construct gains the Cleave feat.

Deflection (Ex): The astral construct gains a +1 deflection bonus to Armor Class.

Fly (Ex): The astral construct has physical wings and a fly speed of 20 feet (average).

Improved Bull Rush (Ex): The astral construct gains the Improved Bull Rush feat.

Improved Slam Attack (Ex): The astral construct gains the Improved Natural Attack feat.

Mobility (Ex): The astral construct gains the Mobility feat.

Power Attack (Ex): The astral construct gains the Power Attack feat.

Resistance (Ex): Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The astral construct gains resistance 5 against that energy type.

Swim (Ex): The astral construct is streamlined and shark like, and gains a swim speed of 30 feet.

Trip (Ex): If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Astral Construct Menu B

A manifester creating a 4th-level, 5th-level, or 6th-level astral construct can choose one special ability from this menu. Alternatively, the construct can have two special abilities from Menu A.

Energy Touch (Ex): If you are a kineticist, the astral construct's physical attacks are wreathed in your energy type, dealing an extra 1d6 points of energy damage. If you are not a kineticist, the astral construct deals an extra 1d4 points of damage of an energy type you choose (fire, cold, acid, or electricity) when you manifest the construct.

Extra Attack: If the astral construct is Medium or smaller, it gains two slam attacks instead of one when it makes a full attack. Its bonus on damage rolls for each attack is equal to its Strength modifier, not its Strength modifier \times 1-1/2. If the astral construct is Large or larger, it gains three slams instead of two when it makes a full attack. Its attacks are otherwise unchanged.

Fast Healing (Ex): The astral construct heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.

Heavy Deflection (Ex): The astral construct gains a +4 deflection bonus to Armor Class.

Improved Buff (Ex): The astral construct gains an extra 15 hit points.

Improved Critical (Ex): The astral construct gains the Improved Critical feat with its slam attacks.

Improved Damage Reduction (Ex): The astral construct's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).

Improved Fly (Ex): The astral construct has physical wings and a fly speed of 40 feet (average).

Improved Grab (Ex): To use this ability, the construct must hit with its slam attack. A construct can use this ability only on a target that is at least one size smaller than itself.

Improved Swim: The astral construct is streamlined and sharklike, and gains a swim speed of 60 feet.

Muscle (Ex): The astral construct gains a +4 bonus to its Strength score.

Poison Touch (Ex): If the astral construct hits with a melee attack, the target must make an initial Fortitude save (DC 10 + 1/2 astral construct's HD + astral construct's Cha modifier) or take 1 point of Constitution damage. One minute later, the target must save again or take 1d2 points of Constitution damage.

Pounce (Ex): If the astral construct charges a foe, it can make a full attack.

Smite (Su): Once per day the astral construct can make one attack that deals extra damage equal to its Hit Dice.

Trample (Ex): As a standard action during its turn each round, a Large or larger astral construct can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d8 + its Str modifier. The target can attempt a Reflex save (DC 10 + 1/2 astral construct's Hit Dice + astral construct's Str modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a -4 penalty.

Astral Construct Menu C

A manifester creating a 7th-level, 8th-level, or 9th-level astral construct can choose one special ability from this menu.

Alternatively, the astral construct can have two special abilities from Menu B. (One or both of the Menu B choices can be swapped for two choices from Menu A.)

Blindsight (Ex): The astral construct has blindsight out to 60 feet.

Concussion (Sp): The astral construct can manifest *concussion blast* (manifester level 7th) as a free action once per round.

Constrict (Ex): The astral construct has the improved grab ability with its slam attack. In addition, on a successful grapple check, the astral construct deals damage equal to its slam damage.

Dimension Slide (Sp): The astral construct can manifest *dimension slide* (manifester level equal to Hit Dice) as a move action once per round.

Energy Bolt (Sp): The astral construct can manifest *energy bolt* (manifester level 8th) as a standard action once per round. The creator sets the energy type that the astral construct can manifest when he creates it.

Extra Buff (Ex): The astral construct gains an extra 30 hit points.

Extreme Damage Reduction (Ex): The astral construct's surface forms hard, armor-like plates and provides an additional 6 points of damage reduction.

Extreme Deflection (Ex): The astral construct gains a +8 deflection bonus to Armor Class.

Natural Invisibility (Su): The astral construct is constantly invisible, even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Power Resistance (Ex): The astral construct gains power resistance equal to 10 + its Hit Dice.

Rend (Ex): The astral construct makes claw attacks instead of slam attacks (it deals the same amount of damage as it would with its slam damage, but does slashing damage instead of bludgeoning damage). An astral construct that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to 2d6 + 1-1/2 times its Str modifier.

Spring Attack (Ex): The astral construct gains the Spring Attack feat.

Whirlwind Attack (Ex): The astral construct gains the Whirlwind Attack feat.

1ST-LEVEL ASTRAL CONSTRUCT

Small Construct

Hit Dice:	1d10+10 (15 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	18 (+2 Dex, +5 natural, +1 size), touch 13, flatfooted 16
Base Attack/Grapple:	+2/-1
Attack:	Slam +3 melee (1d4+3)
Full Attack:	Slam +3 melee (1d4+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	One ability from Menu A, construct traits, darkvision 60 ft., low-light vision
Saves:	Fort +0, Ref +2, Will +0
Abilities:	Str 15, Dex 15, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

2ND-LEVEL ASTRAL CONSTRUCT

Medium Construct

Hit Dice:	2d10+20 (31 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+3/+4
Attack:	Slam +4 melee (1d6+4)
Full Attack:	Slam +4 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	traits, darkvision 60 ft., low-light vision
Saves:	Fort +0, Ref +2, Will +0
Abilities:	Str 17, Dex 15, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

3RD-LEVEL ASTRAL CONSTRUCT

Medium Construct

Hit Dice:	3d10+20 (36 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flatfooted 18

Base Attack/Grapple:	+4/+7
Attack:	Slam +7 melee (1d6+7)
Full Attack:	Slam +7 melee (1d6+7)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	One ability from Menu A, construct traits, darkvision 60 ft., low-light vision
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str 21, Dex 15, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

4TH-LEVEL ASTRAL CONSTRUCT

Medium Construct

Hit Dice:	5d10+20 (47 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	22 (+2 Dex, +10 natural), touch 12, flatfooted 20
Base Attack/Grapple:	+5/+10
Attack:	Slam +10 melee (1d6+10)
Full Attack:	Slam +10 melee (1d6+10)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	One ability from Menu B, construct traits, darkvision 60 ft., low-light vision
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str 25, Dex 15, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

5TH-LEVEL ASTRAL CONSTRUCT

Large Construct

Hit Dice:	7d10+30 (68 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	23 (+1 Dex, +13 natural, -1 size), touch 10, flat-footed 22
Base Attack/Grapple:	+7/+18
Attack:	Slam +13 melee (1d8+9)
Full Attack:	2 slams +13 melee (1d8+9)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	One ability from Menu B, construct traits, damage reduction 5/magic, darkvision 60 ft., lowlight vision

Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 29, Dex 13, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

6TH-LEVEL ASTRAL CONSTRUCT

Large Construct

Hit Dice:	10d10+30 (85 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	25 (+1 Dex, +15 natural, -1 size), touch 10, flat-footed 24
Base Attack/Grapple:	+9/+22
Attack:	Slam +17 melee (1d8+11)
Full Attack:	2 slams +17 melee (1d8+11)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	One ability from Menu B, construct traits, damage reduction 10/magic, darkvision 60 ft., lowlight vision
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 33, Dex 13, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

7TH-LEVEL ASTRAL CONSTRUCT

Large Construct

Hit Dice:	13d10+30 (101 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	27 (+1 Dex, +17 natural, -1 size), touch 10, flat-footed 26
Base Attack/Grapple:	+11/+25
Attack:	Slam +20 melee (1d8+12)
Full Attack:	2 slams +20 melee (1d8+12)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	One ability from Menu C, construct traits, damage reduction 10/magic, darkvision 60 ft., lowlight vision
Saves:	Fort +4, Ref +5, Will +4
Abilities:	Str 35, Dex 13, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—

Environment:	Any
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

8TH-LEVEL ASTRAL CONSTRUCT

Large Construct	
Hit Dice:	16d10+30 (118 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	29 (+1 Dex, +19 natural, -1 size), touch 10, flat-footed 28
Base Attack/Grapple:	+14/+30
Attack:	Slam +25 melee (1d8+14)
Full Attack:	2 slams +25 melee (1d8+14)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	One ability from Menu C, construct traits, damage reduction 15/magic, darkvision 60 ft., lowlight vision
Saves:	Fort +5, Ref +6, Will +5
Abilities:	Str 39, Dex 13, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

9TH-LEVEL ASTRAL CONSTRUCT

Huge Construct	
Hit Dice:	19d10+40 (144 hp)
Initiative:	+0
Speed:	50 ft. (10 squares)
Armor Class:	33 (+25 natural, -2 size), touch 8, flatfooted 33
Base Attack/Grapple:	+16/+38
Attack:	Slam +28 melee (2d6+16)
Full Attack:	2 slams +28 melee (2d6+16)
Space/Reach:	15 ft./15 ft.
Special Attacks:	—
Special Qualities:	Two abilities from Menu C, construct traits, damage reduction 15/magic, darkvision 60 ft., lowlight vision
Saves:	Fort +6, Ref +6, Will +6
Abilities:	Str 43, Dex 11, Con —, Int —, Wis 11, Cha 10
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	None

Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

BLUE

Blue, 1st-Level Psion (Telepath)
Small Humanoid (Goblinoid, Psionic)
Hit Dice: 1d4+1 (3 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 size, +4 <i>inertial armor</i>), touch 11, flatfooted 15
Base Attack/Grapple: +0/-6
Attack: Quarterstaff –2 melee (1d4–2) or light crossbow +0 ranged (1d6/19–20)
Full Attack: Quarterstaff –2 melee (1d4–2) or light crossbow +0 ranged (1d6/19–20)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psionic powers
Special Qualities: Darkvision 60 ft.
Saves: Fort +1, Ref +0, Will +2
Abilities: Str 6, Dex 11, Con 12, Int 15, Wis 10, Cha 7
Skills: Concentration +5, Hide +6, Move Silently +4,
Psicraft +6, Ride +4,
Spot +2
Feats: Psionic Body, Wild Talent ^B
Environment: Temperate plains
Organization: Solitary, gang (1 plus 4–9 goblin warriors), band (2d10 plus 10–100 goblin warriors plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (2d4 plus 10–24 goblin warriors with worg mounts), or tribe (4d10 plus 40–400 goblin warriors plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 10–24 worgs, and 2–4 dire wolves)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class (usually psion)
Level Adjustment: +0

Blues are a subrace of goblins with an innate knack for psionics. A blue is often smaller than an average goblin, standing just about 3 feet tall and weighing about 40 pounds. Blues have noticeably blue-tinged skin, and their eyes are less dull than those of a common goblin. Otherwise, they resemble their kin. They generally dress in short leather robes, dyed black.

Blues speak Goblin and Common.

Most blues encountered outside their homes are psions; the information in the statistics block is for a psion of 1st level.

COMBAT

Blues support goblin warriors in combat and are often called upon to lead a gang of goblins (from the rear) into battle.

Psionic Powers: The blue described here is a 1st-level psion.

Typical Psion Powers Known (power points 3*; save DC 12 + power level): 1st—*inertial armor, mind thrust* (DC 13), *psionic charm* (DC 13).

Manifester level 1st. The save DCs are Intelligence-based.

*The blue shown here has already manifested *inertial armor*; its reserve is normally 4 power points.

Skills: Blues have a +4 racial bonus on Move Silently checks and Ride checks.

The blue psion presented here had the following ability scores before racial adjustments: Str 8, Dex 11, Con 12, Int 13, Wis 10, Cha 9.

BLUES AS CHARACTERS

Blues tend to be psions, although blues raised in communities where their kind are rare may choose the path of the wilder.

Blue characters possess the following racial traits.

—2 Strength, +2 Intelligence, –2 Charisma.

- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 of those of Medium characters.
- Blue base land speed is 30 feet.
- Darkvision out to 60 feet.
- Naturally Psionic: Blues gain 1 bonus power point at 1st level.
- Racial Skills: A blue character has a +4 racial bonus on Move Silently checks and Ride checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnoll, Orc.
- Favored Class: Psion.
- Level Adjustment: +1.

BRAIN MOLE

Tiny Magical Beast (Psionic)

Hit Dice:	1d10-2 (3 hp)
Initiative:	+2
Speed:	15 ft. (3 squares), burrow 15 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+1/-11
Attack:	Bite +5 melee (1d3-4)
Full Attack:	Bite +5 melee (1d3-4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Cascade flu, psi-like abilities
Special Qualities:	Low-light vision, power conversion, scent
Saves:	Fort +0, Ref +4, Will +2
Abilities:	Str 2, Dex 14, Con 7, Int 2, Wis 14, Cha 11
Skills:	Hide +15, Move Silently +7, Listen +6, Spot +2
Feats:	Alertness, Weapon Finesse ^B
Environment:	Temperate forest
Organization:	Nest (3-8)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

Brain moles are burrowing animals that use psionic powers to overcome large psionic prey. Small, furry, and nearly blind, brain moles are almost indistinguishable from their common animal cousins.

Brain moles eat small insects when they can't get psionic energy.

COMBAT

Brain moles hunger for psionic energy. They hide in loose dirt and detritus on forest floors, watching for the approach of psionic creatures with their *detect psionics* power. When a suitable target comes in range, the brain moles then attack with their *power leech* ability. The moles remain hidden as long as possible. If threatened, they use *aversion* and *mind thrust* to discourage attackers, using their bite only as a last resort.

Cascade Flu (Ex): Disease—bite; Fortitude DC 9, incubation period one day, damage psionic cascade (every time an afflicted character manifests a power, she must make a DC 16 Concentration check; on a failed check, a psionic cascade is triggered [see Psionic Maladies]). The save DC is Constitution-based.

Psi-Like Abilities: At will—*detect psionics*, *power leech* (ML 5th, DC 14); 3/day—*aversion* (DC 12), *mind thrust* (DC 11). Manifester level 1st. The save DCs are Charisma-based.

Hide Mind (Su): A brain mole cannot be identified as psionic by divination spells or clairsentience powers.

Power Conversion (Su): When a brain mole drains a power point by means of its *power leech* power, it immediately heals 1 hit point. If it is already at full normal hit points, it instead gains psionic sustenance sufficient to supply its need for nourishment for 24 hours.

Skills: Brain moles have a +4 racial bonus on Hide and Move Silently checks and a -2 racial penalty on Spot checks.

CALLER IN DARKNESS

Large Undead (Incorporeal, Psionic)

Hit Dice:	11d12 (71 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 60 ft. (good)
Armor Class:	14 (-1 size, +3 Dex, +2 deflection), touch 14, flat-footed 11
Base Attack/Grapple:	+5/—
Attack:	Incorporeal touch +7 melee (2d6)
Full Attack:	4 incorporeal touches +7 melee (2d6)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Psi-like abilities, steal essence
Special Qualities:	Incorporeal traits, undead traits, unnatural aura, vulnerability to sunlight
Saves:	Fort +3, Ref +6, Will +9
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Skills:	Hide +9, Intimidate +12, Knowledge (psionics) +12, Listen +14, Psicraft +12, Search +12, Sense Motive +12, Spot +14
Feats:	Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Finesse
Environment:	Underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	12–22 HD (Large); 23–33 HD (Huge)

Level Adjustment:

—

A caller in darkness is an incorporeal creature composed of the minds of dozens of victims who died together in terror. It seeks to draw others into its fearwrecked, hellish existence.

Callers in darkness rarely speak, but when they do, they speak Common.

COMBAT

Psi-Like Abilities: At will—*clairvoyant sense*, *concussion blast* (two targets, 3d6*), *detect psionics*, *ego whip* (2d4, DC 16*), *mind thrust* (7d10, DC 16*); 3/day—*death urge* (DC 16), *psychic crush* (DC 13**), *psionic suggestion* (three targets, DC 14*); 1/ day—*co-opt concentration* (DC 18). Manifester level 7th. The save DCs are Charisma-based.

*Includes augmentation for the caller's manifester level.

**Includes the inherent +4 save adjustment described in the power.

Steal Essence (Su): Any living, intelligent creature slain by a caller in darkness's touch attack is mentally absorbed into the monster's consciousness. (The physical body of the victim remains intact). Stealing a victim's essence is a free action; it grants the caller 12 temporary hit points, and a permanent new screaming face appears within its cloud.

A caller in darkness can also steal the essence of living, intelligent creatures within 30 feet that are paralyzed or sleeping, or that are helpless due to having a mental ability score reduced to 0 (often by the caller's *ego whip* attack). Doing so is a standard action that provokes attacks of opportunity. The victim dies, and the caller gains 12 temporary hit points.

Incorporeal Traits: A caller in darkness is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. The creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Undead Traits: A caller in darkness is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and *resurrection* works only if it is willing. It has darkvision out to 60 feet.

Unnatural Aura (Su): Animals can sense the unnatural presence of a caller in darkness. Any animal within 30 feet must make a DC 17 Will save or become panicked until it is no longer within 30 feet of the caller in darkness. A panicked creature that is cornered begins cowering. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex): Callers in darkness are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A caller caught in sunlight cannot attack and can take only a single move action or standard action each turn, but not both (nor can it take full-round actions).

CEREBRILITH

Large Outsider (Chaotic, Evil, Extraplanar, Psionic)

Hit Dice:	9d8+63 (103 hp)
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Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	25 (-1 size, +1 Dex, +15 natural), touch 10, flat-footed 24
Base	+9/+19
Attack/Grapple:	
Attack:	Bite +14 melee (1d8+6)
Full Attack:	Bite +14 melee (1d8+6) and 2 claws +9 melee (1d6+3)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Psi-like abilities, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, outsider traits, psionic traits, resistance to acid 10, cold 10, and fire 10, power resistance 20, telepathy 100 ft.
Saves:	Fort +13, Ref +7, Will +10
Abilities:	Str 22, Dex 13, Con 25, Int 15, Wis 18, Cha 21
Skills:	Concentration +17, Hide +7, Jump +16, Knowledge (arcana) +12, Knowledge (psionics) +12, Knowledge (planes) +12, Listen +22, Move Silently +11, Psicraft +12, Search +12, Sense Motive +14, Spot +22
Feats:	Power Attack, Psionic Meditation, Psionic Fist, Unavoidable Strike, Wild Talent ^B
Environment:	Chaotic evil planes
Organization:	Solitary or gang (2–4)
Challenge Rating:	10
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment:	+9

COMBAT

Cerebriliths favor telepathic attacks, usually beginning a battle by launching a furious barrage of *ego whip* and *id insinuation* attacks. In melee, cerebriliths often use their Concentration skill to gain psionic focus, so that they can use Psionic Fist or Unavoidable Strike (the latter in conjunction with Power Attack).

A cerebrilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Psi-Like Abilities: At will—*brain lock* (any nonmindless, DC 17*), *detect psionics*, *ego whip* (2d4, DC 19*), *id insinuation* (four targets, DC 20*), *mind trap* (5 rounds*); 3/day—*psionic dominate* (24 hours, DC 20*), *ectoplasmic form*, *mind probe* (DC 20); 1/day—*mind thrust* (9d10, DC 20*). Manifester level 9th. The save DCs are Charisma-based.

*Includes augmentation for the cerebrilith's manifester level.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *detect good*, *dispel good* (DC 20), *greater teleport* (self plus 50 pounds of objects only), *magic circle against good* (DC 18), *unholy blight* (DC 19). Caster level 9th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a cerebrilith can attempt to summon 4d6 dretches or another cerebrilith with a 35% chance of success. This ability is equivalent to a 4th-level spell.

Outsider Traits: A cerebrilith cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). It has darkvision out to 60 feet.

Skills: Cerebriliths have a +8 racial bonus on Listen and Spot checks.

COUATL, PSIONIC

Large Outsider (Native, Psionic)

Special Attacks: Constrict 2d8+6, improved grab, poison, psi-like abilities, spells

COMBAT

The psionic couatl does not possess the psionic spell-like abilities of the standard couatl. Instead, it has psi-like abilities.

Psi-Like Abilities: At will—*aura sight*, *cloud mind* (DC 15), *detect psionics*, *read thoughts* (DC 15); 3/day—*mental barrier* (2 rounds*), *metamorphosis*, *psionic plane shift*, *thought shield* (power resistance 19*). Manifester level 9th. The save DCs are Charisma-based.

*Includes augmentation for the psionic couatl's manifester level.

CRYSMAL

	Small Elemental (Earth, Psionic)
Hit Dice:	6d8+6 (33 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), burrow 20 ft.
Armor Class:	21 (+1 size, +2 Dex, +8 natural), touch 13, flat-footed 19
Base	+4/+2
Attack/Grapple:	
Attack:	Sting +7 melee (1d3+3)
Full Attack:	Sting +7 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Psi-like abilities
Special Qualities:	Damage reduction 5/ bludgeoning, elemental traits, immunity to fire and cold, resistance to electricity 15
Saves:	Fort +8, Ref +6, Will +2
Abilities:	Str 15, Dex 14, Con 12, Int 6, Wis 10, Cha 14
Skills:	Appraise +9, Climb +5, Jump +5, Listen +2, Spot +10
Feats:	Alertness, Great Fortitude, Lightning Reflexes
Environment:	Underground
Organization:	Solitary or facet (2–5)
Challenge Rating:	3
Treasure:	Double goods (gems only)
Alignment:	Any lawful
Advancement:	7–12 HD (Medium); 13–18 HD (Large)

Level Adjustment:

—
A conglomerate of stone and crystal, a crysmal above all else seeks to perpetuate its kind.

Crysmals transform mundane minerals into juvenile crysmals. Gems are the perfect substance for this reproductive cycle: To make a single juvenile, a crysmal generally needs eight to ten gems, each of 25 gp value or more.

Crysmals understand Terran but do not speak.

COMBAT

Psi-Like Abilities: At will—*control object, control sound, detect psionics, empty mind, mind thrust* (2d10, DC 13*); 3/day—*psionic dimension door*. Manifester level 2nd. The save DCs are Charisma-based.

*Includes augmentation for the crysmal's manifester level.

Skills: Crysmals have a +8 racial bonus on Appraise checks and Spot checks.

DROMITE

	Dromite, 1st-Level Warrior
	Small Monstrous Humanoid (Psionic)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	18 (+1 size, +3 natural armor, +3 studded leather, +1 light shield), touch 11, flat-footed 18
Base Attack/Grapple:	+1/-3
Attack:	Longsword +3 melee (1d6/19–20) or light crossbow +2 ranged (1d6/19–20)
Full Attack:	Longsword +3 melee (1d6/19–20) or light crossbow +2 ranged (1d6/19–20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Psi-like abilities
Special Qualities:	Darkvision 60 ft., resistance to fire 5, scent
Saves:	Fort +3, Ref +0, Will –2
Abilities:	Str 11, Dex 11, Con 12, Int 10, Wis 7, Cha 10
Skills:	Climb +2, Spot +4
Feats:	Weapon Focus (longsword), Blind-Fight ^B
Environment:	Underground
Organization:	Squad (2–4), company (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 100% noncombatants plus 1 3rdlevel

	sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, 6–10 giant beetles, and 2–5 riding giant beetles)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1
Dromites stand about 3 feet tall and usually weigh slightly more than 30 pounds. They have iridescent compound eyes. Dromites wear heavy boots and light clothing, and are sometimes content with just a sturdy harness. Dromites speak Common.	
Most dromites encountered outside their homes are warriors; the information in the statistics block is for a warrior of 1st level.	
COMBAT	
Psi-Like Abilities:	1/day: <i>energy ray</i> (fire, 1d6+1). Manifester level 1st. The save DC is Charisma-based. (Other dromites may manifest electricity, cold, or sonic <i>energy rays</i> instead; the <i>energy ray</i> always matches the type of energy the dromite is resistant to.)
The dromite warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.	
DROMITES AS CHARACTERS	
Dromite characters possess the following racial traits.	
— +2 Charisma, -2 Strength, -2 Wisdom.	
— Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 of those of Medium characters.	
— Dromite base land speed is 20 feet.	
— +3 natural armor bonus.	
— Naturally Psionic: Dromites gain 1 bonus power point at 1st level.	
— Special Attacks (see above): Psi-like abilities.	
— Special Qualities (see above): Resistance to fire 5 (other dromites may have resistance to cold, electricity, or sonics instead of fire), scent.	
— Racial Skills: Dromites have a +2 racial bonus on Spot checks due to their compound eyes.	
— Racial Feats: Dromites gain Blind-fight as a bonus feat.	
— Automatic Languages: Common. Bonus Languages: Dwarven, Gnome, Goblin, Terran.	
— Favored Class: Wilder.	
— Level Adjustment: +1.	

DUERGAR, PSIONIC

Duergar, 1st-Level Warrior

Medium Humanoid (Dwarf, Psionic)

Special Attacks: Duergar traits, psi-like abilities

COMBAT

A psionic duergar does not possess the spell-like abilities of standard duergars. Instead, it has psi-like abilities.

Psi-Like Abilities: 1/day—*expansion, invisibility*. These abilities are as the power (or spell) manifested by a psion (or sorcerer) of the duergar's Hit Dice (minimum 3rd level) and affect only the duergar and whatever he carries.

DUERGAR AS CHARACTERS

Duergar characters possess the following racial traits.

— +2 Constitution, -4 Charisma.

— Medium size.

— Duergar base land speed is 20 feet. However, gray dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

— Darkvision out to 120 feet.

— Immunity to paralysis, phantasms, and poison.

— +2 racial bonus on saves against spells and spell-like effects.

— Stability: Duergar are exceptionally stable on their feet. A duergar receives a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground).

—Stonecunning: This ability grants a duergar a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework, traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A gray dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a duergar can use the Search skill to find stonework traps as a rogue can. A duergar can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Duergar have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

—Psi-Like Abilities: 1/day—expansion, invisibility. These abilities affect only the duergar and whatever he carries.

Manifester level is equal to Hit Dice (minimum 3rd).

—Naturally Psionic: Duergar gain 3 bonus power points at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

— +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).

— +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).

—Light Sensitivity (Ex): Duergar are dazzled in sunlight or within the radius of a daylight spell.

—Duergar have a +4 racial bonus on Move Silently checks and a +1 racial bonus on Listen and Spot checks. They have a +2 racial bonus on Appraise and Craft checks that are related to stone or metal.

—Automatic Languages: Common, Dwarven, Undercommon. Bonus Languages: Draconic, Giant, Goblin, Orc, Terran.

—Favored Class: Fighter.

—Level Adjustment: +1.

ELAN

Elan, 1st-Level Warrior

Medium Aberration (Psionic)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (+3 studded leather, +1 light shield), touch 10, flat-footed 14
Base Attack/Grapple:	+1/+2
Attack:	Warhammer +3 melee (1d8+1/x3) or longbow +1 ranged (1d8/x3)
Full Attack:	Warhammer +3 melee (1d8+1/x3) or longbow +1 ranged (1d8/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Repletion, resilience, resistance
Saves:	Fort +3, Ref +0, Will -1
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 6
Skills:	Climb +3, Jump +3
Feats:	Weapon Focus (warhammer)
Environment:	Any
Organization:	Congregate (2–4), squad (11–20 plus 2 3rdlevel sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5thlevel lieutenants, and 3 7thlevel captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+0

Elans typically stand just under 6 feet tall and weigh in the neighborhood of 180 pounds, with men sometimes taller and heavier than women, but not always.

Elans speak Common.

Most elans are psions or psychic warriors.

COMBAT

Repletion (Su): By expending 1 power point, an elan does not need to eat or drink for 24 hours.

Resilience (Su): As an immediate action, an elan can reduce the damage he is about to take by 2 points for every 1 power point spent.

Resistance (Su): As an immediate action, an élan can spent 1 power point to gain a +4 racial bonus on saving throws until the beginning of his next turn.

The elan warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

ELANS AS CHARACTERS

Elan characters possess the following racial traits.

- -2 Charisma.
- Medium size.
- Elan base land speed is 30 feet.
- No darkvision.
- Naturally Psionic: Elans gain 1 bonus power point at 1st level.
- Special Qualities (see above): Repletion, resilience, resistance.
- Automatic Languages: Common.
- Favored Class: Psion.
- Level Adjustment: +0.

FOLUGUB

Medium-Size Aberration

Hit Dice:	4d8+12 (30 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	18 (+3 Dex, +5 natural), touch 13, flatfooted 15
Base Attack/Grapple:	+3/+3
Attack:	Tongue +6 melee touch (liquefy crystal)
Full Attack:	Tongue +6 melee touch (liquefy crystal) and bite +1 melee (2d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Liquefy crystal
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +4, Ref +4, Will +5
Abilities:	Str 10, Dex 17, Con 17, Int 2, Wis 13, Cha 11
Skills:	Listen +6, Move Silently +4, Spot +6
Feats:	Alertness, Weapon Finesse
Environment:	Underground
Organization:	Solitary or pair
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5–6 HD (Medium); 7–14 HD (Large)
Level Adjustment:	—

COMBAT

A folugub can scent a crystal object up to 90 feet away, and once it has the scent, little deters it from its goal. It usually ceases attacking to devour a freshly liquefied crystal. The creature targets the largest crystal object available.

Liquefy Crystal (Ex): A folugub that makes a successful touch attack with its tongue causes the target crystal to change phase, turning immediately from solid to liquid and becoming worthless. The touch can destroy up to a 5-foot cube of crystal instantly. Magic or psionic items made of crystal (including crystalline armor and weapons) must succeed on a DC 19 Reflex save or be liquefied. The save DC is Constitution-based and includes a +4 racial modifier.

A crystalline weapon that deals damage to a folugub becomes liquefied immediately.

GRAY GLUTTON

Huge Magical Beast

Hit Dice:	9d10+36 (85 hp)
Initiative:	-1

Speed:	40 ft. (8 squares)
Armor Class:	20 (−2 size, −1 Dex, +13 natural), touch 7, flatfooted 20
Base Attack/Grapple:	+9/+25
Attack:	Bite +15 melee (2d8+8)
Full Attack:	Bite +15 melee (2d8+8) and 2 claws +10 melee (2d6+4)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Null psionic exhalation
Special Qualities:	Darkvision 60 ft., low-light vision, power resistance 20, scent
Saves:	Fort +10, Ref +5, Will +7
Abilities:	Str 27, Dex 9, Con 19, Int 2, Wis 15, Cha 20
Skills:	Jump +14, Listen +7, Spot +3
Feats:	Closed Mind, Hostile Mind, Iron Will, Psionic Hole, Track ^B
Environment:	Underground
Organization:	Solitary, pair, or cluster (3–5)
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10–20 HD (Huge); 21–27 HD (Gargantuan)

Level Adjustment: —

COMBAT

A gray glutton attacks anything psionic, or anything that stands in its way of tracking down new psionic prey. Of course, a gray glutton has to eat—and eat a lot to feed its bulk—so when not on the scent it will attack any living creature. It always breaks off attacks against nonpsionic foes if psionic prey is an option. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). No challenge seems too extreme to it, even if that means bulling into the center of a powerful party of manifesters.

Null Psionic Exhalation (Su): As a free action, a gray glutton can breathe forth a cloud of pale blue translucent gas into an adjacent 10-foot cube. The gas is psionically poisonous; the initial damage is 1d4 power points, and the secondary damage is 3d4 power points (Fortitude DC 18 negates). Affected psionic characters and creatures subtract the lost power points from their reserves.

The save DC is Constitution-based.

Once a gray glutton has used its exhalation, it must wait 4 rounds before it can exhale again.

HALF-GIANT

Half-Giant, 1st-Level Warrior
Medium Giant (Psionic)
Hit Dice: 1d8+2 (6 hp)
Initiative: −1
Speed: 30 ft. (6 squares)
Armor Class: 13 (−1 Dex, +4 scale mail), touch 9, flat-footed 13
Base Attack/Grapple: +1/+7
Attack: Large greatsword +4 melee (3d6+3/19–20) or Large javelin +0 ranged (1d8+2)
Full Attack: Large greatsword +4 melee (3d6+3/19–20) or Large javelin +0 ranged (1d8+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Psi-like abilities
Special Qualities: Fire acclimated, giant's stature, low-light vision
Saves: Fort +4, Ref −1, Will −1
Abilities: Str 15, Dex 9, Con 14, Int 10, Wis 9, Cha 8
Skills: Listen +1, Spot +1
Feats: Weapon Focus (greatsword)
Environment: Warm desert
Organization: Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating: 1
Treasure: Standard

Alignment:	Usually neutral good
Advancement:	By character class
Level Adjustment:	+1
Half-giants typically stand from 7 feet to nearly 8 feet tall and weigh from 250 to 400 pounds, with men noticeably taller and heavier than women.	
Half-giants speak Common. Many also learn Giant.	
COMBAT	
Because of their giant ancestry, half-giants are able to use weapons sized for creatures larger than normal humans. They gain considerable satisfaction in using these large weapons in combat against their foes.	
Psi-Like Abilities:	1/day: stomp (DC 10). Manifester level equal to 1/2 HD (minimum 1st). The save DC is Charisma-based.
Fire Acclimated (Ex):	Half-giants have a +2 racial bonus on saving throws against all fire spells and effects.
Powerful Build (Ex):	The physical stature of half-giants lets them function in many ways as if they were one size category larger. Whenever a half-giant is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him. A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A half-giant can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.
The half-giant warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.	
HALF-GIANTS AS CHARACTERS	
Half-giant characters possess the following racial traits.	
— +2 Constitution, +2 Strength, -2 Dexterity.	
— Medium size.	
— Half-giant base land speed is 30 feet.	
— Low-light vision.	
— Naturally Psionic: Half-giants gain 2 bonus power points at 1st level, regardless of whether they choose a psionic class.	
— Fire Acclimated: Half-giants have a +2 racial bonus on saving throws against all fire spells and effects.	
— Powerful build (see above).	
— Special Attacks (see above): Psi-like abilities.	
— Automatic Language: Common. Bonus Language: Draconic, Giant, Gnoll, Ignan.	
— Favored Class: Psychic warrior.	
— Level adjustment: +1.	
INTELLECT DEVOURER	
Small Aberration (Evil, Psionic)	
Hit Dice:	6d8+15 (42 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	21 (+1 size, +5 Dex, +5 natural), touch 16, flat-footed 16
Base Attack/Grapple:	+4/+1
Attack:	Claw +6 melee (1d3+1)
Full Attack:	4 claws +6 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Body thief, psi-like abilities
Special Qualities:	Blindsight 60 ft., damage reduction 10/adamantine, immunity to fire, power resistance 23, resistance to electricity 15, vulnerability to protection from evil
Saves:	Fort +4, Ref +7, Will +6
Abilities:	Str 13, Dex 21, Con 15, Int 12, Wis 12, Cha 14
Skills:	Bluff + 15, Concentration +11 (+15 when manifesting defensively), Hide +14, Listen +14, Move Silently +16
Feats:	Combat Manifestation, Toughness, Up the Walls, Wild Talent ^B
Environment:	Underground
Organization:	Solitary or pod (2–4)
Challenge Rating:	7

Treasure:	1/2 coins; double goods; standard items
Alignment:	Always chaotic evil
Advancement:	7–8 HD (Small); 9–15 HD (Medium); 16–18 HD (Large)
Level Adjustment:	+6

Intellect devourers understand Common but must be in possession of a body to speak. An intellect devourer in possession of a body also knows the languages known by that victim.

COMBAT

Body Thief (Su): When an intellect devourer overcomes a lone victim, it consumes the victim's brain and enters the skull. As a full-round action that provokes attacks of opportunity, the devourer can merge its form with that of a helpless or dead creature of Small size or larger. The devourer cannot merge its body with that of a creature immune to extra damage from critical hits.

When an intellect devourer completes its merging, it psionically consumes the brain of the victim (which kills it if it is not already dead). The devourer can exit the body at any time as a standard action, bursting the victim's skull and resuming its normal form.

After consuming its victim's brain, an intellect devourer can instead choose to animate the body for up to seven days as if it were the victim's original brain. The devourer retains its hit points, saving throws, and mental ability scores, as well as its psi-like abilities. It assumes the physical qualities and ability scores of the victim, as if it had used *polymorph* to assume the victim's form. As long as the intellect devourer occupies the body, it knows the languages spoken by the victim and very basic information about the victim's identity and personality, but none of the victim's specific memories or knowledge.

Psi-Like Abilities: At will—*cloud mind*, *compression*, *detect psionics*, *ego whip* (2d4, DC 16*), *empty mind* (+5 on Will saves*), *id insinuation* (three targets, DC 16*); 3/day—*body adjustment* (2d12*), *intellect fortress*, *painful strike*. Manifester level 7th.

The save DCs are Charisma-based.

*Includes augmentation for the intellect devourer's manifester level.

Blindsight (Ex): An intellect devourer can use nonvisual means to ascertain all foes within 60 feet as a sighted creature would.

Vulnerability to Protection from Evil (Ex): An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

Skills: Intellect devourers have a +8 racial bonus on Bluff checks, useful for passing off the possessed body as the original. They also have a +8 racial bonus on Move Silently checks and Listen checks.

MAENAD

	Mauenad, 1st-Level Warrior
	Medium Humanoid (Mauenad, Psionic)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	14 (+3 studded leather, +1 light shield), touch 10, flat-footed 14
Base Attack/Grapple:	+1/+2
Attack:	Longsword +3 melee (1d8+1/19–20) or longbow +1 ranged (1d8/x3)
Full Attack:	Longsword +3 melee (1d8+1/19–20) or longbow +1 ranged (1d8/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Psi-like abilities
Special Qualities:	Outburst
Saves:	Fort +3, Ref +0, Will –1
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8
Skills:	Climb +3, Jump +3
Feats:	Weapon Focus (longsword)
Environment:	Warm hills
Organization:	Party (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral

Advancement: By character class

Level Adjustment: +0

Maenads typically stand more than 6 feet tall and weigh about 200 pounds; males are the same height as and only marginally heavier than maenad females. Maenads have no facial or body hair, and they prefer heavier clothing and armor if possible. Maenads speak their own language and Common.

COMBAT

Psi-Like Abilities: 1/day—*energy ray*. A maenad can deal only sonic damage with this ability. Manifester level equal to 1/Hit Dice (minimum 1st). The save DC is Charisma-based.

Outburst (Ex): Once per day for up to 4 rounds a maenad can subjugate his mentality. He takes a -2 penalty to Intelligence and Wisdom but gains a +2 bonus to Strength.

MAENADS AS CHARACTERS

Maenad characters possess the following racial traits.

—Medium size.

—Maenad base land speed is 30 feet.

—Naturally Psionic: Maenads gain 2 bonus power points at 1st level.

— Special Attacks (see above): Psi-like abilities.

—Special Qualities (see above): Outburst.

—Automatic Languages: Common, Maenad. Bonus Languages: Aquan, Draconic, Dwarven, Elven, Goblin.

—Favored Class: Wilder.

—Level Adjustment: +0.

NEOTHELID

Gargantuan Aberration (Psionic)

Hit Dice:	25d8+200 (312 hp)
Initiative:	+2
Speed:	20 ft. (4 squares)
Armor Class:	28 (-4 size, -2 Dex, +24 natural), touch 4, flatfooted 28
Base Attack/Grapple:	+18/+40
Attack:	Tentacle rake +24 melee (2d6+10/19–20)
Full Attack:	4 tentacle rakes +24 melee (2d6+10/19–20)
Space/Reach:	30 ft./30 ft.
Special Attacks:	Breath weapon, improved grab, psi-like abilities, swallow whole
Special Qualities:	Blindsight 100 ft., damage reduction 5/–, power resistance 25
Saves:	Fort +16, Ref +6, Will +16
Abilities:	Str 30, Dex 7, Con 27, Int 16, Wis 15, Cha 20
Skills:	Climb +38, Knowledge (psionics) +31, Listen +30, Psicraft +31, Spot +30
Feats:	Cleave, Improved Critical (tentacle rake), Improved Initiative, Power Attack, Psionic Endowment, Psionic Fist, Psionic Meditation, Speed of Thought, Wild Talent
Environment:	Underground
Organization:	Solitary
Challenge Rating:	15
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	26–45 HD (Colossal)
Level Adjustment:	—

A mature neothelid is a gigantic worm scores of feet long and weighing tens of thousands of pounds. Although they understand Undercommon, they rarely communicate in a meaningful way.

COMBAT

Breath Weapon (Su): Cone of acid 50 feet long, once every 1d4 rounds; damage 14d10 acid, Reflex half DC 30.

Improved Grab (Ex): To use this ability, a neothelid must hit a creature with two tentacles during the same attack. If it gets a hold, it automatically deals tentacle damage and can attempt to swallow the foe.

Psi-Like Abilities: At will—*body equilibrium*, *psionic charm* (all targets, duration 15 days, DC 21*), *clairvoyant sense*, *psionic levitate*, *read thoughts* (DC 17*), *psionic suggestion* (seven targets, DC 17*), *telekinetic force* (500 lb., DC 18*), *telekinetic maneuver* (+4 bonus, DC 19*), *telekinetic thrust* (500 lb., DC 18*), *psionic teleport*, *trace teleport*, *truevenom*

(DC 19); 3/day—*mind thrust* (15d10, DC 23*), *psychic thrust* (6d6, DC 16**). Manifester level 15th. The save DCs are Charisma-based.

*Includes augmentation for the neothelid's manifester level.

**Includes the inherent +4 save adjustment described in the power.

Swallow Whole (Ex): A neothelid can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+15 points of crushing damage plus 2d6 points of acid damage per round from stomach secretions. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the stomach (AC 22). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A neothelid's interior can hold 1 Huge, 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Blindsight (Ex): A neothelid can use nonvisual means to ascertain all foes within 100 feet as a sighted creature would.

PHRENIC CREATURE

Seemingly no different from standard examples of their kind, phrenic creatures harbor mental might.

Monsters who naturally possess psionic ability are not found as phrenic creatures. Phrenic creatures are freaks among their kind, otherwise normal creatures whose minds are more powerful than those of their fellows. Similarly, creatures who advance by character class are usually not phrenic creatures—they simply take levels in a psionic class to hone their mental powers.

CREATING A PHRENIC CREATURE

“Phrenic” is an inherited template that can be added to any nonmindless creature that does not already have the psionic subtype (referred to hereafter as the “base creature”). A phrenic creature uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type does not change, unless it is an animal (in which case it becomes a magical beast [augmented animal]). It gains the psionic subtype.

Psi-Like Abilities (Sp): A phrenic creature possesses the psi-like abilities indicated below, depending on its Hit Dice. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Manifester level is equal to the creature’s HD. The save DCs for a phrenic creature’s psi-like abilities are Charisma-based.

HD Abilities

1–2	3/day— <i>defensive precognition</i> ; 1/day— <i>force screen</i>
3–4	3/day— <i>empty mind</i> , <i>mind thrust</i>
5–6	1/day— <i>body adjustment</i> , <i>brain lock</i>
7–8	1/day— <i>aversion</i> , <i>blast</i>
9–10	3/day— <i>intellect fortress</i> ; 1/day— <i>psychic crush</i>
11–12	1/day— <i>psionic dominate</i>
13–14	1/day— <i>energy current</i> , <i>tower of iron will</i>
15–16	3/day— <i>psionic teleport</i>
17–18	1/day— <i>fission</i>
19–20	1/day— <i>ultrablast</i>

Special Qualities: A phrenic creature has all the special qualities of the base creature, plus the following special qualities.

Naturally Psionic: A phrenic creature gains 1 bonus power point.

Power Resistance (Ex): A phrenic creature has power resistance equal to its Hit Dice +10.

Abilities: Increase from the base creature as follows: Int +2 (if Int is 3 or greater), Wis +2, Cha +4.

Feats: A phrenic creature can take psionic feats, if it meets the prerequisites for such feats.

Challenge Rating: Up to 5 HD, same as base creature +1; 6–10 HD, same as base creature +2; 11+ HD, same as base creature +3.

Level Adjustment: Same as base creature +2.

PHTHISIC

Large Monstrous Humanoid (Psionic)

Hit Dice:	6d8+30 (57 hp)
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	18 (−1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple:	+6/+16

Attack:	Claw +11 melee (1d6+6)
Full Attack:	2 claws +11 melee (1d6+6) and bite +6 melee (1d6+3 plus mind feed)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Mind feed, psi-like abilities
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., regeneration 5, resistance to cold 10, scent
Saves:	Fort +9, Ref +6, Will +8
Abilities:	Str 23, Dex 12, Con 21, Int 10, Wis 16, Cha 16
Skills:	Listen +11, Move Silently +7, Spot +11
Feats:	Alertness, Great Fortitude, Improved Initiative
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Large); 13–18 HD (Huge)

Level Adjustment: —

A phthisic stands 10 feet tall and weighs 600 pounds. It vaguely resembles the person whose mind the phthisic escaped from, but is severely distorted (someone who knows the individual from whom the phthisic sprung can make a DC 25 Spot check to note the resemblance).

A phthisic speaks the primary language of the mind that birthed it, usually Common.

COMBAT

Mind Feed (Ex): A phthisic that hits with its bite attack deals 1d4 points of Intelligence damage. If this effect reduces the opponent's Intelligence score to 0, the ability damage becomes ability drain.

Psi-Like Abilities: 3/day—*brain lock* (affects animals, fey, giants, humanoids, magical beasts, and monstrous humanoids, DC 15*), *dimension slide*, *ego whip* (1d4, DC 15*), *mental barrier*, *mind thrust* (ML 4th, 4d10, DC 15*), *skate*; 1/day—*body adjustment* (heal 1d12*), *catapsi* (DC 18). Manifester level 6th. The save DCs are Charisma-based.

*Includes augmentation for the phthisic's manifester level.

Regeneration (Ex): Fire and acid deal normal damage to a phthisic.

PSICRYSTAL

Diminutive Construct

Hit Dice:	As master's HD (hp 1/2 master's)
Initiative:	+2
Speed:	30 ft. (6 squares), climb 20 ft.*
Armor Class:	16 (+4 size, +2 Dex*), touch 16, flatfooted 14
Base Attack/Grapple:	+0/-17
Attack:	—
Full Attack:	—
Space/Reach:	1 ft./0 ft.
Special Attacks:	—
Special Qualities:	Construct traits, hardness 8, psicrystal granted abilities (improved evasion, personality, self-propulsion, share powers, sighted, telepathic link)
Saves:	As master's saves
Abilities:	Str 1*, Dex 15*, Con —, Int 6, Wis 10, Cha 10
Skills:	Climb +14*, Listen +6, Move Silently +6, Search +2, Spot +6
Feats:	Alertness
Environment:	Any
Organization:	Solitary
Challenge Rating:	Included with master
Treasure:	None
Alignment:	As master
Advancement:	—
Level Adjustment:	—

*With self-propulsion ability activated.

The psicrystal described here is that of a 1st-level manifester.

COMBAT

A psicrystal's characteristics depend on its master. Its Hit Dice are equal to its master's Hit Dice (counting only levels in psion or wilder), its hit points are equal to half its master's, and its saving throw bonuses are the same as its master's.

Construct Traits: A psicrystal has immunity to poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. Psicrystals do not have the usual construct traits of darkvision and low-light vision.

Psicrystal Granted Abilities: The psicrystal described here has the special abilities of self-propulsion, alertness, improved evasion, share powers, telepathic link, sighted, and personality (If its master chooses not to activate the self-propulsion ability, the psicrystal reverts to a speed of 0 feet and has no Strength score and no Dexterity score.)

Skills: A psicrystal (with its self-propulsion ability activated) uses its Dexterity modifier instead of its Strength modifier on Climb checks. It has a +8 racial bonus on Climb checks and can always choose to take 10, even if rushed or threatened.

PSION-KILLER

Large Construct

Hit Dice:	15d10+30 (112 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	28 (–1 size, +19 natural), touch 9, flat-footed 28
Base Attack/Grapple:	+11/+25
Attack:	Slam +20 melee (2d10+10)
Full Attack:	2 slams +20 melee (2d10+10)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Dispel psionics
Special Qualities:	Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to psionics, lowlight vision
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 31, Dex 10, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	16–21 HD (Large); 22–45 (Huge)
Level Adjustment:	—

A psion-killer (also called a crystal golem) is 9-1/2 feet tall and weighs around 2,500 pounds. Its body is composed of sharply faceted crystal.

COMBAT

A psion-killer does nothing without explicit orders from its creator. It follows instructions literally and is incapable of any strategy or tactics. Psion-killers don't use weapons, even if ordered to, but always strike with their fists.

A psion-killer's creator can command it if the psion-killer is within 60 feet and can see and hear its creator. If uncommanded, a psion-killer usually follows its last instruction to the best of its ability, though if attacked it returns the attack. Its creator can give a psion-killer a simple command to govern its actions in his or her absence.

Dispel Psionics (Su): A psion-killer can use *dispel psionics* as a free action once per round. The effect is as an area dispel in a 30-foot-radius burst. The dispel check is 1d20+10.

Construct Traits: A psion-killer has immunity to poison, *sleep* effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Immunity to Psionics (Ex): Psion-killers completely resist psionic effects that are subject to power resistance.

CONSTRUCTION

A psion-killer's body is constructed from massive blocks of quartz crystal with a total weight of at least 5,000 pounds and costing at least 8,000 gp. Assembling the body requires a DC 20 Craft (sculpting) check or a DC 20 Craft (stonemasonry) check.

ML 16th; Craft Construct, *bend reality, dispel psionics, fabricate, mind seed*, manifester must be at least 16th level; Price 150,000 gp; Cost 79,000 gp + 5,680 XP.

PUPPETEER

Fine Magical Beast (Psionic)

Hit Dice:	1/4 d10 (1 hp)
Initiative:	+2
Speed:	5 ft. (1 square)
Armor Class:	20 (+8 size, +2 Dex), touch 20, flat-footed 18
Base Attack/Grapple:	+1/-20
Attack:	Bite +4 melee (1d2-5)
Full Attack:	Bite +4 melee (1d2-5)
Space/Reach:	1/2 ft./0 ft.
Special Attacks:	Enthrall, psi-like abilities
Special Qualities:	Blindsight 60 ft., host protection, telepathy 20 ft.
Saves:	Fort +2, Ref +4, Will +5
Abilities:	Str 1, Dex 15, Con 11, Int 14, Wis 16, Cha 14
Skills:	Hide +22, Listen +7, Sense Motive +7, Spot +7
Feats:	Iron Will
Environment:	Underground
Organization:	Solitary or pack (2-8)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	—
Level Adjustment:	—

Puppeteers do not speak, though they can speak indirectly using a host body's vocal cords, in whatever language the host knows (usually Common).

COMBAT

Puppeteers use their psionic powers in conjunction with their enthrall ability to gain control over potential hosts. Once it is in control, a puppeteer almost exclusively relies on the host's mental and physical abilities, although it can use its own powers to enhance their effectiveness in a particularly dangerous situation.

Enthrall (Ex): If a puppeteer is in physical contact with a person it has charmed (the puppeteer establishes a physical hold by means of slender infiltrating tendrils), the subject acts as if dominated. (Puppeteers often seek to charm victims first and then "ask" to be picked up.) So long as the puppeteer remains in contact with the victim, the domination remains in effect, even if a check would normally indicate that the effect is broken.

Psi-Like Abilities: 3/day—*detect psionics, mental barrier, psionic charm* (DC 13). Manifester level 1st. The save DCs are Charisma-based.

Blindsight (Ex): A puppeteer can ascertain creatures by nonvisual means within 60 feet.

Hide Mind (Su): A puppeteer cannot be identified as psionic by divination spells or clairsentience powers.

Host Protection (Ex): A puppeteer in control of a host is treated as an attended magic item for the purpose of making saving throws, even if the puppeteer is specifically targeted. A puppeteer that is attached to its host is treated as a creature in a grapple for the purpose of striking at the puppeteer instead of the host (but the host is not considered grappled in turn).

Telepathy (Su): A puppeteer can communicate telepathically with any creature within 20 feet that has a language.

PUPPETEER, FLESH HARROWER

Small Magical Beast (Psionic)

Hit Dice:	3d10+15 (31 hp)
Initiative:	+3
Speed:	20 ft. (4 squares)

Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+3/+1
Attack:	Bite +6 melee (1d6+2)
Full Attack:	Bite +6 melee (1d6+2) and 2 tail blades +1 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Psi-like abilities
Special Qualities:	Blindsight 60 ft., telepathy 20 ft.
Saves:	Fort +8, Ref +6, Will +4
Abilities:	Str 14, Dex 17, Con 21, Int 11, Wis 12, Cha 12
Skills:	Hide +10, Move Silently +6, Listen +6, Spot +6
Feats:	Alertness, Iron Will
Environment:	Underground
Organization:	Solitary or cluster (2–5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	4–6 HD (Small); 7–9 HD (Medium)

Level Adjustment: —

COMBAT

Psi-Like Abilities: 3/day—*concealing amorphia, hustle, mental barrier*; 1/day—*vigor* (+15 hp*). Manifester level 3rd.

*Includes augmentation for the flesh harrower's manifester level.

TEMPORAL FILCHER

Large Aberration (Psionic)

Hit Dice:	8d8+16 (52 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+6/+11
Attack:	Claw +6 melee (1d6+1)
Full Attack:	4 claws +6 melee (1d6+1) and bite +1 melee (1d8) and horn +1 melee (1d4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Improved grab, psi-like abilities, time filch
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +5, Will +7
Abilities:	Str 13, Dex 17, Con 14, Int 7, Wis 12, Cha 14
Skills:	Listen +7, Spot +7, Tumble +6
Feats:	Alertness, Dodge, Improved Initiative
Environment:	Any
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually evil (any)
Advancement:	9–15 HD (Large)

Level Adjustment: —

Temporal filchers do not speak.

COMBAT

Improved Grab (Ex): To use this ability, a temporal filcher must hit a creature of Large size or smaller with two claw attacks. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and uses its time filch ability.

Psi-Like Abilities: At will—*chameleon, distract* (DC 13), *psionic dimension door, psionic levitate, wall walker*; 3/day—*mental barrier*. Manifester level 8th. The save DC is Charisma-based.

Time Filch (Su): If a temporal filcher successfully grapples a Large or smaller creature, it latches onto the opponent's body and shifts 7 minutes forward in time as a free action. Observers (if any) see the temporal filcher and its prey disappear in a shimmer, then reappear 7 minutes later in exactly the orientation and condition they left. For the filcher and its prey, no time

passes at all. The victim must succeed on a Will save (DC 16) or be dazed for 1 round from temporal disorientation. The ability is otherwise identical to *time hop* manifested by an 8th-level manifester.

THOUGHT EATER

Small Aberration (Psionic)

Hit Dice:	3d8 (13 hp)
Initiative:	+8
Speed:	40 ft. (8 squares)
Armor Class:	17 (+1 size, +4 Dex, +2 natural), touch 15, flatfooted 13
Base Attack/Grapple:	+2/-1
Attack:	+4 melee touch (eat thoughts)
Full Attack:	+4 melee touch (eat thoughts)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Eat thoughts, psi-like abilities
Special Qualities:	Darkvision 60 ft., ethereal jaunt
Saves:	Fort +1, Ref +5, Will +4
Abilities:	Str 12, Dex 18, Con 11, Int 7, Wis 12, Cha 14
Skills:	Hide +10, Listen +5, Spot +5
Feats:	Alertness, Improved Initiative
Environment:	Ethereal Plane
Organization:	Solitary or group (1–3)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement:	4–6 HD (Small)

Level Adjustment: —

Thought eaters do not speak.

COMBAT

A thought eater can spend a maximum of 10 continuous rounds on the Material Plane before its wispy flesh finally dissipates and it falls dead. If badly wounded, it escapes to the Ethereal Plane rather than continuing the fight.

Eat Thoughts (Su): A thought eater can drain psionic power points with a successful melee touch attack. Each touch drains 6 power points from the opponent (or fewer, if the opponent has fewer than 6 points remaining). Against a nonpsionic creature or a psionic creature that currently has no power points, this touch attack instead deals 1 point of Intelligence damage, which provides nourishment equivalent to 6 power points.

A thought eater requires 12 power points per day to survive but will gorge itself on weak prey.

Psi-Like Abilities: At will—*detect psionics*, *distract* (DC 13), *precognition*, *psionic daze* (DC 13*); 3/day—*thought shield*. Manifester level 3rd. The save DCs are Charisma-based.

*Includes augmentation for the thought eater's manifester level.

Ethereal Jaunt (Su): A thought eater can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the *psionic ethereal jaunt* power.

THOUGHT SLAYER

Huge Aberration (Psionic)

Hit Dice:	14d8+70 (133 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	23 (−2 size, +1 Dex, +14 natural), touch 9, flatfooted 22
Base Attack/Grapple:	+10/+26
Attack:	Bite +17 melee (3d6+12)
Full Attack:	Bite +17 melee (3d6+12)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Mind-consuming gaze, psi-like abilities
Special Qualities:	Darkvision 60 ft., ethereal jaunt, power resistance 21
Saves:	Fort +11, Ref +5, Will +10

Abilities:	Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 15
Skills:	Climb +12, Jump +20, Listen +7, Spot +8
Feats:	Alertness, Cleave, Great Fortitude, Power Attack,
Weapon Focus (bite)	
Environment:	Ethereal Plane
Organization:	Solitary or pack (2–4)
Challenge Rating:	13
Treasure:	Standard
Alignment:	Often chaotic neutral
Advancement:	15–28 HD (Huge)

Level Adjustment: —

Thought slayers do not speak.

COMBAT

A thought slayer can spend a maximum of 10 continuous minutes on the Material Plane before its wispy flesh finally dissipates and it falls dead. If badly wounded, it escapes to the Ethereal Plane rather than continuing the fight.

Mind-Consuming Gaze (Su): Instantly kill (by draining the mind away), range 30 feet, Fortitude DC 19 negates. The save DC is Charisma-based. This is considered a mind-affecting death effect. If a thought slayer's gaze is met indirectly (such as through a mirror or a reflection in water), the opponent does not die on a failed save but instead is dazed for 14 rounds. This otherwise is a gaze effect.

The gaze cannot affect creatures on the Material Plane while the thought slayer remains ethereal, but it can affect ethereal creatures while the thought slayer is on the Material Plane.

Psi-Like Abilities: At will—*brain lock* (any nonmindless, DC 14*), *chameleon*, *detect psionics*, *distract* (DC 13); 3/day—*body adjustment* (5d12*), *mental barrier* (+6 AC, 2 rounds*), *mind trap* (10 rounds*), *precognition*, *wall walker*; 1/day—*escape detection*. Manifester level 14th. The save DCs are Charisma-based.

*Includes augmentation for the thought slayer's manifester level.

Ethereal Jaunt (Su): A thought slayer can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the *psionic ethereal jaunt* power.

UDOROOT

	Huge Plant (Psionic)
Hit Dice:	6d8+18 (45 hp)
Initiative:	+0
Speed:	0 ft.
Armor Class:	11 (−2 size, −5 Dex, +8 natural), touch 3, flatfooted 11
Base Attack/Grapple:	+4/—
Attack:	—
Full Attack:	—
Space/Reach:	15 ft./0 ft.
Special Attacks:	Double manifest, psi-like abilities
Special Qualities:	Blindsight 60 ft., immunity to electricity, plant traits, resistance to cold 10 and fire 10
Saves:	Fort +8, Ref +4, Will +5
Abilities:	Str —, Dex —, Con 16, Int 4, Wis 13, Cha 14
Skills:	Listen +10
Feats:	Iron Will, Lightning Reflexes
Environment:	Temperate forest
Organization:	Solitary or patch (2–4)
Challenge Rating:	5
Treasure:	1/5 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	7–16 HD (Huge); 17–18 HD (Gargantuan)

Level Adjustment: —

COMBAT

An udoroot can be killed only if its root is dug up or exposed, then burned, hacked apart, or otherwise destroyed. Severing or destroying all six crowns puts the plant out of commission, allowing excavation of the helpless root. The crowns are Medium

objects with a hardness of 5 and 7 hit points. To sever a crown, an opponent must use the sunder action. The crowns can also be affected by spells or effects that affect an area or targeted by spells that affect an individual target. An uدورoot takes no damage from having a crown severed or destroyed. A severed crown dies and can no longer be used to attack, but the uدورoot takes no other penalties. As long as the root system remains intact, the crown regrows in about a month.

Double Manifest (Ex): An uدورoot senses its surroundings and manifests its psi-like abilities through its crowns. It can manifest two psi-like abilities per round, as long as it has at least two crowns remaining.

Psi-Like Abilities: At will—*energy stun* (electricity, 2d6, DC 15*), *false sensory input* (DC 15), *id insinuation* (two targets, DC 15*), *mind thrust* (ML 4th, 4d10, DC 14*), *telekinetic force* (275 lb., DC 15*), *thought shield* (power resistance 16*); 3/day—*astral construct* (3rd level*), *body adjustment*, *mental barrier*.

Manifester level 6th. The save DCs are Charisma-based.

An uedoroot can use its *body adjustment* power to repair damage to one of its crowns, as long as the crown has not been severed or destroyed.

*Includes augmentation for the uedoroot's manifester level.

Blindsight (Ex): An uedoroot can ascertain all foes by nonvisual means within 60 feet. If its crowns are destroyed, it can no longer perceive its surroundings.

Plant Traits: An uedoroot is immune to poison, *sleep*, paralysis, stunning, polymorphing, and mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It is not subject to critical hits.

UNBODIED

Medium Monstrous Humanoid (Incorporeal, Psionic)

Hit Dice:	4d8+4 (22 hp)
Initiative:	+1
Speed:	Fly 30 ft. (good) (6 squares)
Armor Class:	13 (+1 Dex, +2 deflection), touch 13, flatfooted 12
Base Attack/Grapple:	+4/—
Attack:	Incorporeal touch +5 melee (1d6)
Full Attack:	Incorporeal touch +5 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Psionic powers, telekinetic force
Special Qualities:	Assume likeness, incorporeal traits, telepathy 100 ft.
Saves:	Fort +2, Ref +5, Will +6
Abilities:	Str —, Dex 13, Con 12, Int 15, Wis 14, Cha 15
Skills:	Bluff +10*, Diplomacy +6, Disguise +10*, Intimidate +6, Listen +6, Sense Motive +6, Spot +6
Feats:	Overchannel, Wild Talent
Environment:	Any
Organization:	Solitary or illumination (3–6)
Challenge Rating:	5
Treasure:	Half standard
Alignment:	Any
Advancement:	By character class
Level Adjustment:	+4

An unbodied uses telepathy to communicate with others.

COMBAT

Psionic Powers: An unbodied manifests powers as a 4th-level psion (telepath). The save DCs are Intelligence-based.

Typical Psion Powers Known (power points 21, base save DC 12 + power level): 1st—*detect psionics*, *empty mind*, *mind thrust* (DC 13*), *psionic charm* (DC 13*); 2nd—*brain lock* (DC 14), *cloud mind* (DC 14), *energy push* (DC 14), *read thoughts* (DC 14).

*Power can be augmented.

Telekinetic Force (Su): An unbodied can use *telekinetic force* (DC 15) as a standard action that does not provoke attacks of opportunity. Manifester level 4th. The save DC is Charisma-based.

Assume Likeness (Su): An unbodied can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. Its abilities do not change, but it appears to be that creature, relying on its Bluff and Disguise skills to deflect suspicion.

Hide Mind (Su): An unbodied cannot be identified as psionic by divination spells or clairsentience powers.

Incorporeal Traits: An unbodied is harmed only by other incorporeal creatures, magic weapons, powers, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Skills: An unbodied has a +4 racial bonus on Bluff and Disguise checks. *When using its assume likeness ability, an unbodied gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

UNBODIED AS CHARACTERS

Unbodied characters possess the following racial traits.

— +2 Dexterity, +2 Constitution, +4 Intelligence, +4 Wisdom, +4 Charisma. As an incorporeal creature, an unbodied has no Strength score.

—Medium size.

—An unbodied has a fly speed of 30 feet (good maneuverability).

—Darkvision out to 60 feet.

—Deflection bonus to Armor Class equal to character's Charisma modifier (minimum +1).

—Natural Attack: An unbodied can make a melee touch attack to deal 1d6 points of damage.

—Special Attacks (see above): Psionic powers, telekinetic force. An unbodied who takes levels in psion (telepath) adds its racial manifesting ability and psion levels together to determine its power point reserve, manifester level, and powers known.

—Special Qualities (see above): Assume likeness, incorporeal traits.

—Racial Hit Dice: An unbodied begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4, and Will +4.

—Racial Skills: An unbodied's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier})$. Its class skills are Bluff, Diplomacy, Disguise, Intimidate, Listen, Sense Motive, and Spot. Unbodied have a +4 racial bonus on Bluff checks and Disguise checks. When using its assume likeness ability, an unbodied gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

—Racial Feats: An unbodied's monstrous humanoid levels give it two feats.

—Favored Class: Psion (telepath).

—Level Adjustment: +4.

XEPH

Xeph, 1st-Level Warrior

Medium Humanoid (Psionic, Xeph)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14
Base Attack/Grapple:	+1/+1
Attack:	Rapier +2 melee (1d6/18–20) or longbow +2 ranged (1d8/x3)
Full Attack:	Rapier +2 melee (1d6/18–20) or longbow +2 ranged (1d8/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Burst, darkvision 60 ft.
Saves:	Fort +3, Ref +1, Will –1
Abilities:	Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 8
Skills:	Climb +2, Jump +2
Feats:	Weapon Finesse
Environment:	Warm forest
Organization:	Team (2–4), squad (11–20 plus 2 3rd-level sergeants and 1 leader of 3rd–6th level), or band (30–100 plus 150% noncombatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+0

Xeph speak their own language and Common.

COMBAT

Burst (Su): Three times per day, a xeph can increase his or her speed by 10 feet, plus 10 feet per four character levels beyond 1st, to a maximum increase of 30 feet at 9th character level and higher. These bursts of speed are considered a competence bonus to the xeph's base speed. A burst of speed lasts 3 rounds.

The xeph warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

XEPHS AS CHARACTERS

Xeph characters possess the following racial traits.

- -2 Strength, +2 Dexterity.
- Medium size.
- Xeph base land speed is 30 feet.
- Darkvision out to 60 feet.
- Naturally Psionic: Xeph gain 1 bonus power point at 1st level.
- +1 racial bonus on saving throws against powers, spells, and spell-like effects.
- Special Qualities (see above): Burst.
- Racial Feats: A xeph character gains feats according to his or her character class.
- Automatic Languages: Xeph, Common.
- Favored Class: Soulknife.
- Level Adjustment: +0.

PSIONIC ITEMS

USING ITEMS

To use a psionic item, it must be activated, although sometimes activation is accomplished simply by picking up an item or putting it on. Some items, once they are carried or worn, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, power completion items (see below) are treated just like powers in combat and do provoke attacks of opportunity.

Activating a psionic item is a standard action unless the item description indicates otherwise. The manifesting time of a power is the time required to activate the same power in an item, whether it's a power stone, a dorje, or a psionic tattoo, unless the item description specifically states otherwise.

The four ways to activate psionic items are described below.

Power Completion: This is the activation method for power stones. A power stone holds a power that is mostly finished. All that's left to do is perform the short, simple, finishing parts of the manifestation (the final mental coda, as it were). To use a power completion item safely, a character must be of high enough level in the appropriate class to manifest the power already. If he can't already manifest the power, there's a chance he'll make a mistake (see Brainburn in the power stone description). Activating a power completion item is a standard action and provokes attacks of opportunity exactly as manifesting a power does.

Powers stored in power completion items are usually not augmented, because the manifester level of such an item is assumed to be the minimum necessary to manifest the stored power. However, an item's description may specify otherwise (some power stones have manifester levels higher than the minimum required to manifest the stored power, and are then assumed to be augmented as well).

Power Trigger: This is the activation method for dorjes and psicrowns. It requires the special knowledge of power manifestation that a character of the appropriate class would know, and the formation of the appropriate command thought. If a power is on a character's power list, the character knows how to use a power trigger item that stores that power. The user must still determine what power is stored in the item before she can activate it. Activating a power trigger item is a standard action that does not provoke attacks of opportunity.

Powers stored in power trigger items are not augmented. Such powers are assumed to be stored in the item at the minimum manifester level necessary to manifest the power. However, certain items may specify a higher manifester level than necessary. If such an item holds a power that deals hit point damage, the power is assumed to be augmented to the maximum allowed by the power and the manifester level.

Command Thought: If no activation method is suggested either in the psionic item description or by the nature of the item, assume that a command thought is needed to activate it. Command thought activation means that a character mentally projects a thought, and the item activates. No other special knowledge is needed. Activating a command thought psionic item is a standard action that does not provoke attacks of opportunity.

Sometimes the command thought to activate an item is mentally imprinted within it and is whispered into the mind of a creature who picks it up. Other items are silent, but a Knowledge (psionics) or Knowledge (history) check might be useful in helping to identify command thoughts. A successful DC 30 check is needed to come up with the command thought in this case. The power *psionic identify* reveals command thoughts.

Powers stored in command thought items are usually not augmented, because the manifester level of such an item is assumed to be the minimum possible to manifest the stored power.

Use-Activated: This type of psionic item simply has to be used to activate. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Some items made for wearing must still be activated. Although this activation sometimes requires a command thought (see above), usually it means mentally willing the activation to happen (a free action). The description of an item states whether a command thought is needed in such a case.

Unless stated otherwise, activating a use-activated psionic item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes attacks of opportunity in itself. If the use of the item takes time before a psionic effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time, use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item to activate it, unless the benefit of the item comes automatically.

Powers stored in use-activated items are usually not augmented, because the manifester level of such an item is assumed to be the minimum possible to manifest the stored power.

SAVING THROWS AGAINST PSIONIC ITEM POWERS

Psionic items produce psionic powers. The DC of a saving throw against a power from a psionic item is always 10 + the level of the power or effect + the ability modifier of the minimum ability score needed to manifest that level of power.

Another way to figure the same number is to multiply the power's level by 1-1/2 and add 10 to the result.

Psicrowns are an exception to the rule. Treat the saving throw as if the wielder manifested the power, including caster level and all modifiers to save DC.

Some psionic items take advantage of the fact that powers can be augmented to increase their saving throw DCs. These items are special and have their cost to create and market price calculated using the manifester's level instead of the power's level. Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact power equivalent (making its level otherwise difficult to quickly determine).

DAMAGING PSIONIC ITEMS

A psionic 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 saving throw. Psionic items should always get a save against powers or spells that might deal damage to them—even against attacks from which a mundane item would normally get no chance to save. All types of psionic item saves—Fortitude, Reflex, and Will—are calculated the same way: The item's saving throw bonus equals $2 + \frac{1}{2}$ its manifester level (round down). The only exceptions to this rule are intelligent psionic items, which make Will saves based on their own Wisdom scores.

A psionic item, unless otherwise noted, takes damage as a normal item of the same type. A damaged psionic item continues to function, but if it is destroyed, all its psionic power is lost.

REPAIRING ITEMS

Some psionic items (especially psionic weapons and shields) may take damage over the course of an adventure. It costs no more to repair a psionic item with the Craft skill than it does to repair its nonpsionic counterpart. The *make whole* spell can repair a damaged—but not completely broken—psionic item.

INTELLIGENT ITEMS

Some psionic items, particularly weapons, have an intelligence all their own. Only permanent psionic items (as opposed to those that are single-use items, those that have charges, or those that store power points) can be intelligent. (This means that psionic tattoos, power stones, and dorjes, among other items, are never intelligent.) In general, less than 1% of psionic items have intelligence.

CURSED ITEMS

Some psionic items are cursed—incorrectly made, or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Randomly generated items are cursed 5% of the time.

CHARGES AND MULTIPLE USES

Some items are limited in power by the number of charges they hold or the number of power points they contain. Normally, charged items (such as dorjes) have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1).

Similarly, items that contain power points (such as psicrowns) have a number of points equal to $50 \times$ the manifester level of the creator. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number by which the manifester level is multiplied (round down, minimum 1).

Market prices given on the tables are always for fully charged or fully powered items. (When an item is created, it is fully charged or fully powered.) For an item that's worthless when its charges or power points run out (which is the case for almost all charged or powered items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left.

Some items are single-use and expendable. Such items can often be found in sets or groups.

MAGIC ITEMS FOR PSIONIC CHARACTERS

Many magic items can aid psionic characters. The table below provides some possibilities.

Table: Magic–Psionics Equivalencies

Magic Item	Psionic Effect
<i>Helm of telepathy</i>	Substitute power for spell
<i>Pearl of power</i>	Treat in all ways as a <i>cognizance crystal</i> with power point capacity appropriate to the equivalent power level
<i>Crystal ball</i>	Substitute power for spell

<i>Ioun stones</i>	
Vibrant purple	Stores three levels of psionic powers
Pale lavender	Absorbs powers up to 4th level (burns out as normal)
Rainbow ¹	Provides 5 power points per day (regenerates)
Dull gray ²	Provides 1 power point to a psionic character, then disintegrates
1	New item: Treat as a <i>cognizance crystal</i> in <i>ioun stone</i> form, except that it regenerates its stored power points each day; Price 16,000 gp.
2	Dull gray stones are useless for magic but still harbor just enough resonance that a psionic character can eke out 1 power point before the stone is gone forever.

PSIONIC ITEM DESCRIPTIONS

In the following sections, each type of psionic item, such as armor or psionic tattoos, has a general description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other information. The Armor Class, hardness, hit points, and break DC are given for typical examples of some types of psionic items. The Armor Class assumes that the item is unattended and includes a -5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier as an adjustment to Armor Class in place of the -5 penalty.

Some individual items, notably those that simply store psionic powers, don't get full-blown descriptions. Simply reference the power's description. Assume that the power is manifested at the minimum level required to manifest it, unless otherwise noted. Increasing the manifester level so increases the cost of the item; see Table: Estimating Magic Item Gold Piece Value, substituting "spell" for "power" and "caster level" for "manifester level" as appropriate. The main reason to make the manifester level higher, of course, would be to increase the potency of the power. Raising the manifester level is common for powers such as *astral construct*, the duration of which increases with the level of the manifester.

Items with full descriptions have their abilities detailed, and each of the following aspects of these items is summarized at the end of the description.

Aura: Most of the time, a *detect psionics* power will reveal the discipline associated with a psionic item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry in the form of a phrase. See the *detect psionics* power description for more information.

Manifester Level: The next entry in the summary indicates the level of the creator (or the manifester level of the powers placed within the item, if this level is lower than the actual level of the creator). The manifester level provides the item's saving throw bonus, as well as range and other level-dependent aspects of the powers of the item (if variable).

It also determines the level that must be contended with should the item come under the effect of a *dispel psionics* power or a similar situation. This information is given in the form "ML x," where "ML" is an abbreviation for manifester level and "x" is an ordinal number representing the manifester level itself.

For psionic tattoos, power stones, and dorjes, the creator can set the manifester level of an item at any number high enough to manifest the stored power and not higher than her own manifester level. For other psionic items, the item itself determines the manifester level. In this case, the creator's manifester level must be as high as the item's manifester level (and prerequisites may effectively put a higher minimum on the creator's level).

Prerequisites: Certain requirements must be met in order for a character to create a psionic item. These include feats, powers, and miscellaneous requirements such as level, alignment, and race or kind. The prerequisites for creation of an item are given in the summary immediately following the item's manifester level.

A power prerequisite can be provided by a character who knows the power, or through the use of a power completion or power trigger psionic item or a psi-like ability that produces the desired power effect. For each day that passes during the creation process, the creator must expend one power completion item (such as a power stone) or 1 charge from a power trigger item (such as a dorje), if either of those objects is used to supply a prerequisite.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary, such as if one character knows some of the powers necessary to create an item and another character knows the rest.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. (It's sensible, although not mandatory, for the highest-level character involved to be considered the creator.) The character designated as the creator pays the experience points required to make the item.

Typically, a list of prerequisites includes one feat and one or more powers (or some other requirement in addition to the feat). When two powers at the end of a list are separated by "or," one of those powers is required in addition to every other power mentioned prior to the last two.

Market Price: This gold piece value, given in the summary following the word "Price," represents the price someone should expect to pay to buy the item. Market prices are also included on the random generation tables for easy reference. The market

price of an item that can be constructed with a psionic item creation feat is usually equal to the base price + the price for any components (special materials or experience point expenditure).

Cost to Create: The cost in gold pieces and experience points to create the item is given in the summary following the word “Cost.” This information appears only for items with components (material or experience points) that make their market prices higher than their base prices. The cost to create includes the costs derived from the base cost plus the cost of the components. Items without components do not have a “Cost” entry. For them, the market price and base price are the same. The cost in gold pieces is 1/2 the market price, and the cost in experience points is 1/25 the market price.

Weight: The notational entry for many items ends with a value for the item’s weight. When a weight figure is not given, the item has no weight worth noting (for the purpose of determining how much of a load a character can carry).

RANDOM PSIONIC ITEMS

Table: Random Psionic Item Generation

Minor	Medium	Major	Item
01–02	01–05	01–05	Armor, possibly with special ability
03–04	06–10	06–10	Shield, possibly with special ability
05–06	11–15	11–15	Melee weapon, possibly with special ability
08–09	16–20	16–20	Ranged weapon, possibly with special ability
10–40	21–40	21–35	<i>Cognizance crystal</i>
41–46	41–50	36–45	Dorje
47–81	51–68	46–67	Power stone
82–87	69–82	68–75	Psicrown
88–93	83–89	76–87	Psionic tattoo
94–100	—	—	Minor universal item
—	90–100	—	Medium universal item
—	—	88–100	Major universal item

ARMOR AND SHIELDS

In general, psionic armor and shields follow the rules for the equivalent magic items, as far as enhancement bonuses, stacking, and other base abilities are concerned. An enhancement bonus is treated the same way regardless of whether magic or psionics created it.

Psionic armor and shields differ from standard and magical equivalents in that psionic armor and shields incorporate one or more crystals into their construction. Particularly powerful armor and shields may be entirely composed of brightly hued or transparent crystals.

Special Qualities: Roll d%. An 01 result indicates the item is intelligent, an 02–31 result indicates that the command thought (if any) is psionically imprinted and whispers itself into the user’s mind on acquisition, and 32–100 indicates no special qualities.

Intelligent items have extra abilities and sometimes also extraordinary powers and special purposes. Substitute manifesting for spellcasting as required.

Table: Psionic Armor Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–30	01–07	01–03	Quickness	+1 bonus ¹
31–74	08–30	04–05	Landing	+4,000 gp
75–80	31–46	06–10	Floating	+4,000 gp
81–96	47–55	11–20	Linked	+6,000 gp
97	56–66	21–30	Seeing	+6,000 gp
98	67–75	31–40	Power resistance (13)	+2 bonus ¹
99	76–83	41–50	Ectoplasmic	+10,800 gp
—	84–89	51–60	Gleaming	+3 bonus ¹
—	90–94	61–70	Power resistance (15)	+3 bonus ¹
—	95–98	71–77	Vanishing	+3 bonus ¹
—	99	78–83	Mindarmor	+24,000 gp
—	—	84–89	Power resistance (17)	+4 bonus ¹
—	—	90–94	Radiant	+4 bonus ¹
—	—	95–96	Aporter	+40,320 gp
—	—	97–98	Power resistance (19)	+5 bonus ¹
—	—	99	Phasing	+65,520 gp

100	100	100	Roll twice again ²	—
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1 Add to enhancement bonus to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Table: Psionic Shield Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–35	01–05	01–03	Heartening	+720 gp
35–60	06–10	04–05	Ranged	+1 bonus ¹
61–89	11–15	06–10	Linked	+6,000 gp
90–97	16–35	11–24	Power resistance (13)	+2 bonus ¹
98	36–58	25–34	Manifester	+10,800 gp
99	69–88	35–44	Averter	+12,960 gp
—	89–92	45–54	Vanishing	+3 bonus ¹
—	93–96	55–64	Power resistance (15)	+3 bonus ¹
—	97–98	65–74	Wall	+20,160 gp
—	99	75–81	Mindarmor	+24,000 gp
—	—	82–88	Power resistance (17)	+4 bonus ¹
—	—	89–93	Aporter	+40,320 gp
—	—	94–96	Time buttress	+5 bonus ¹
—	—	97–99	Power resistance (19)	+5 bonus ¹
100	100	100	Roll twice again ²	—

1 Add to enhancement bonus to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Psionic Armor and Shield Special Ability Descriptions

Most psionic armor and shields have only enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Aporter: As a standard action, a suit of aporter armor or an aporter shield transports the wearer and her equipment to any spot within 800 feet that she can visualize or specify, as the *psionic dimension door* power. The armor or shield can transport the wearer in this fashion twice per day.

Moderate psychoporation; ML 10th; Craft Psionic Arms and Armor, *psionic dimension door*; Price +40,320 gp.

Averter: On command, up to three times per day, any creature to whom the wearer presents an averter shield must succeed on a DC 14 Will save or be overcome by a powerful aversion to the wielder (actually the shield), and will not approach within 30 feet. This is a mind-affecting compulsion effect, as the *aversion* power.

Faint telepathy; ML 5th; Craft Psionic Arms and Armor, *aversion*; Price +12,960 gp.

Ectoplasmic: As a standard action, ectoplasmic armor converts itself, its wearer, and all the wearer's equipment into *ectoplasmic form* for up to 5 minutes once per day, as the power of the same name. In this semisolid state, the wearer gains damage reduction 10/psionics.

Faint psychometabolism; ML 5th; Craft Psionic Arms and Armor, *ectoplasmic form*; Price +10,800 gp.

Floating: This kind of armor is psionically buoyant in water or a similar liquid, negating the normal penalty for wearing armor when making Swim checks. Additionally, it grants a +4 circumstance bonus on Swim checks.

Faint psychoporation; ML 4th; Craft Psionic Arms and Armor, *float*; Price +4,000 gp.

Gleaming: This kind of armor is usually made of crystal, though it doesn't have to be. Gleams and flashes from the armor give the wearer and his armor a "fuzzy" appearance, granting the wearer concealment.

Faint metacreativity; ML 5th; Craft Psionic Arms and Armor, *concealing amorpha*; Price +3 bonus.

Heartening: This kind of shield grants the wearer up to 5 temporary hit points per day on command. These temporary hit points fade after 4 minutes. The wearer can activate this power as an immediate action at any time.

Faint psychometabolism; ML 4th; Craft Psionic Arms and Armor, *vigor*; Price +720 gp.

Landing: A suit of armor with this capability allows the wearer to ignore any damage dealt by the first 60 feet of a fall. Regardless of the height of a fall, the wearer always lands on her feet.

Faint psychoporation; ML 4th; Craft Psionic Arms and Armor, *catfall*; Price +4,000 gp.

Linked: This kind of armor or shield allows the wearer to form a telepathic bond with other wearers of linked armor or shields within 10 miles. This ability is otherwise similar to the *mindlink* power.

Moderate telepathy; ML 6th; Craft Psionic Arms and Armor, *mindlink*; Price +6,000 gp.

Manifester: This kind of shield generates 3 power points once per day that the wearer can use when manifesting a power he knows. These power points must all be used on the same power. As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the shield must be used for discrete manifestations.

Moderate clairsentience; ML 6th; Craft Psionic Arms and Armor, knowledge of any 2nd-level power; Price +10,800 gp.

Mindarmor: This kind of armor or shield grants the wearer a +3 insight bonus on Will saving throws to resist all mind-affecting and/or compulsion powers.

Faint psychokinesis; ML 5th; Craft Psionic Arms and Armor, *empty mind*; Price +24,000 gp.

Phasing: The wearer of this kind of armor can move through wooden, plaster, or stone walls, but not other materials. The wearer can call on this special ability as a standard action. When the phasing ability is active, the wearer can pass through a wall or some other kind of appropriate object for a total distance of 60 feet per day (see below), breaking this distance up into several smaller passages or one long one, as desired. A wearer who exceeds this daily distance limit while inside solid material is ejected from the material at the point of entry, ending up prone in front of the now impassable barrier.

Phasing through a wall that separates two adjacent squares on the grid counts as 5 feet of distance. Phasing through a wall or barrier of any greater thickness counts as a distance equal to the barrier's thickness plus 5 feet of distance.

Strong psychoportation; ML 13th; Craft Psionic Arms and Armor, *psionic phase door*; Price +65,520 gp.

Power Resistance: This kind of armor or shield grants the wearer power resistance while it is worn. The power resistance can be 13, 15, 17, or 19, depending on the amount that was built into the armor or shield.

Moderate clairsentience; ML 9th; Craft Psionic Arms and Armor, *power resistance*; Price +2 bonus (PR 13); +3 bonus (PR 15); +4 bonus (PR 17); or +5 bonus (PR 19).

Quickness: This kind of armor increases the wearer's speed by 5 feet. Thus, a character whose normal speed in armor is 20 feet moves 25 feet in *armor of quickness*.

Faint psychoportation; ML 4th; Craft Psionic Arms and Armor, *burst*; Price +1 bonus.

Radiant: The wearer of this kind of armor gains resistance 10 against energy attacks (acid, cold, electricity, fire, or sonic). The armor absorbs the first 10 points of damage dealt by any such attack, and this absorption causes it to radiate light for a number of rounds equal to the points of damage absorbed. This light is sufficient to illuminate a 60-foot-radius area.

If the armor absorbs more damage while it is radiating light, the newer radiant effect overlaps (does not stack with) the effect that was already in place.

Moderate psychokinesis; ML 9th; Craft Psionic Arms and Armor, *energy adaptation*; Price +4 bonus.

Ranged: The wielder of a ranged shield can throw it in combat, with a range increment of 30 feet. While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by those with appropriate feats. No matter the size of the wielder, a buckler or light shield deals 1d6 points of damage and a heavy one 1d8 points. (A tower shield cannot be created with this special ability.) The wielder's Strength modifier and the shield's enhancement bonus add to the base damage.

A ranged shield flies through the air back to the creature that threw it. It returns to the wielder just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a ranged shield when it comes back is a free action. If the wielder can't catch it, or if the wielder has moved since throwing it, the shield drops to the ground in the square from which it was thrown.

Faint psychokinesis; ML 5th; Craft Psionic Arms and Armor, *far hand*; Price +1 bonus.

Seeing: This kind of armor grants a wider than normal field of vision, so that opponents flanking the wearer gain only a +1 bonus on their attack rolls instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Spot checks but takes a -2 penalty on saves against gaze attacks.

Faint clairsentience; ML 5th; Craft Psionic Arms and Armor, *ubiquitous vision*; Price +6,000 gp.

Time Buttress: This kind of shield gives the wielder a chance to avoid telling blows by using time itself as a shield. Once per day, the wielder can use *timeless body* as though manifesting the power.

Strong psychoportation; ML 17th; Craft Psionic Arms and Armor, *timeless body*; Price +5 bonus.

Vanishing: On command, this suit of armor or shield renders its wearer and all the wearer's equipment invisible to the minds of others, as if he had manifested the power *cloud mind*. The wearer can use this ability twice per day.

Faint psychokinesis; ML 5th; Craft Psionic Arms and Armor, *cloud mind*; Price +3 bonus.

Wall: As a standard action once per day, the wielder can drop this kind of shield at his feet and command a *wall of ectoplasm* (as the power) to come into being, with the shield as the point of origin for the effect. This effect forms a wall whose area is up to twelve 10-foot squares or a sphere or hemisphere with a radius of up to 12 feet. The wall dissipates after 7 minutes, or sooner if the wielder of the shield reclaims it (thus dismissing the effect).

Strong metacreativity; ML 12th; Craft Psionic Arms and Armor, *wall of ectoplasm*; Price +20,160 gp.

WEAPONS

Although they generally follow the rules for magic weapons, psionic weapons differ from mundane and magic weapons in their design. Most possess some crystal components, and some are composed entirely of crystal. Many also sport intricate traceries along the blade or haft, which flicker now and then as if channeling flows of psychic energy.

Psionic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses on both attack and damage rolls when used in combat. This enhancement bonus is effective for the purpose of overcoming creatures with damage resistance that is penetrated by magic. All psionic weapons are also masterwork weapons, but their masterwork bonus on attack rolls does not stack with their enhancement bonus on attack rolls.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to enhancement bonuses, psionic weapons can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

The rules for manifest level for weapons (called caster level), additional damage dice, ranged weapons and ammunition, ammunition and breakage, hardness and hit points, critical hits, and weapons for unusually sized creatures for psionic weapons are the same as for magic weapons. Psionic weapons do not have the chance to generate light (though some may be mentally audible; see below).

Mentally Audible: Fully 30% of psionic weapons telepathically mutter, croon, recite battle poems, scream, or produce other mental “noises” when first drawn, at first blood, or when they slay a significant enemy. Such a weapon cannot be concealed from creatures within 15 feet when it is drawn, nor can its mental “soundtrack” be curbed.

Activation: Usually a character benefits from a psionic weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate, then the user usually needs to project a command thought (a standard action).

Table: Psionic Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–15	01–10	—	Psychokinetic	+1 bonus ¹
16–45	11–25	01–09	Dissipater	+1 bonus ¹
46–55	26–30	10–12	Lucky	+1 bonus ¹
56–70	31–40	13–17	Sundering	+1 bonus ¹
71–80	41–46	18–21	Power storing	+1 bonus ¹
81–99	51–56	22–30	Collision	+2 bonus ¹
—	57–65	31–37	Mindcrusher	+2 bonus ¹
—	66–71	38–41	Psychokinetic burst	+2 bonus ¹
—	72–75	42–49	Suppression	+2 bonus ¹
—	76–78	50–58	Psibane	+2 bonus ¹
—	79–81	59–61	Parrying	+8,000 gp
—	82–85	62–65	Manifester	+16,000 gp
—	86–88	66–71	Bodyfeeder	+3 bonus ¹
—	89–91	72–77	Mindfeeder	+3 bonus ¹
—	92–93	78–83	Soulbreaker	+3 bonus ¹
—	94	84–86	Psychic	+35,000 gp
—	95	87–90	Coup de grace	+5 bonus ¹
100	96–100	91–100	Roll again twice ²	—

1 Add to enhancement bonus to determine total market price.

2 Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Table: Psionic Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–20	01–15	—	Teleporting	+1 bonus ¹
21–40	16–30	—	Psychokinetic	+1 bonus ¹
41–100	31–45	01–30	Collision	+2 bonus ¹
—	46–50	31–40	Suppression	+2 bonus ¹
—	51–66	41–65	Psychokinetic burst	+2 bonus ¹
—	67–74	66–69	Psibane	+2 bonus ¹
—	75–78	70–73	Manifester	+16,000 gp
—	79–82	74–79	Dislocator	+3 bonus ¹

—	83–98	80–90	Great dislocator	+4 bonus ¹
—	—	91–97	Coup de grace	+5 bonus ¹
—	99–100	98–100	Roll again twice ²	—

¹ Add to enhancement bonus to determine total market price.

² Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

Psionic Weapon Special Ability Descriptions

Most psionic weapons have only enhancement bonuses. They can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

Bodyfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A bodyfeeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit. These temporary hit points last for 10 minutes. Thus, if the wielder of a bodyfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary hit points from a previous critical hit, the wielder gains only the better of the two values: either his current number of temporary hit points, or the new influx of temporary hit points, whichever is higher.

Strong psychometabolism; ML 12th; Craft Psionic Arms and Armor, *claws of the vampire*; Price +3 bonus.

Collision: Collision weapons psionically increase their own mass at the end point of each swing or shot. Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus. Bows, crossbows, and slings bestow the extra damage upon their ammunition.

Moderate metacreativity; ML 10th; Craft Psionic Arms and Armor, *matter manipulation*; Price +2 bonus.

Coup de Grace: Coup de grace weapons are exceptionally dangerous. On a successful critical hit, the foe must succeed on a DC 27 Will save or be paralyzed for 1 round. While this ability does work on creatures that are immune to extra damage from critical hits, it does not work on creatures without an Intelligence score. Bows, crossbows, and slings bestow this ability on their ammunition.

Strong telepathy; ML 19th; Craft Psionic Arms and Armor, *psionic dominate*; Price +5 bonus.

Dislocator: The wielder of this kind of weapon can attempt to dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 17 Will save or be teleported 1–100 miles in a random direction. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability on their ammunition.

Strong psychoporation; ML 12th; Craft Psionic Arms and Armor, *psionic teleport*; Price +3 bonus.

Dissipater: This kind of weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the metacreativity discipline). Against qualifying targets, a dissipater weapon ignores damage reduction and hardness, and treats all successful hits as critical hits.

Strong metacreativity; ML 12th; Craft Psionic Arms and Armor, *dismiss ectoplasm*; Price +1 bonus.

Great Dislocator: The wielder of this kind of weapon can attempt to greatly dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 20 Will save or be cast into a random alternate plane of existence. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability upon their ammunition.

Strong psychoporation; ML 12th; Craft Psionic Arms and Armor, *psionic plane shift*; Price +4 bonus.

Lucky: A lucky weapon offers a second chance at success. Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll.

Moderate clairsentience; ML 8th; Craft Psionic Arms and Armor, *fate of one*; Price +1 bonus.

Manifester: This kind of weapon generates 5 power points once per day that the wearer can use when manifesting a power he knows. These power points must all be used on the same power. As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the shield must be used for discrete manifestations.

Moderate clairsentience; ML 8th; Craft Psionic Arms and Armor, knowledge of any 3rd-level power; Price +16,000 gp.

Mindcrusher: Any psionic creature struck in combat by a mindcrusher weapon loses a number of power points equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon contributes to the power point loss; additional damage from high Strength or other sources does not cause additional power point loss). A psionic creature that is out of power points (or has none) must succeed on a DC 17 Will save or take 1d2 points of Wisdom damage.

Strong psychometabolism; ML 12th; Craft Psionic Arms and Armor, *psychic vampire*; Price +2 bonus.

Mindfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A mindfeeder weapon grants its wielder temporary power points equal to the total damage dealt by a successful critical hit. These temporary power points last for 10 minutes. The wielder gains power points even if the target has none (effectively, its hit point damage is converted to power points). Constructs and undead are not subject to mindfeeder weapons. As with temporary hit points, temporary power points do not stack with each other; they overlap. Thus, if a mindfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary power points from a previous critical hit, the wielder

gains only the better of the two values: either her current number of temporary power points, or the new influx of temporary power points, whichever is higher.

Strong psychometabolism; ML 15th; Craft Psionic Arms and Armor, *psychic vampire*; Price +3 bonus.

Parrying: A parrying weapon perceives an instant into the future, and of its own accord resists melee and ranged attacks aimed at the wielder, granting a +1 insight bonus to the wielder's Armor Class. The weapon is so adept at parrying that it even affects incoming powers, granting the wielder a +1 insight bonus on saving throws. The bonuses are granted whenever the wielder holds the weapon, even if flat-footed.

Faint clairsentience; ML 5th; Craft Psionic Arms and Armor, *defensive precognition*; Price +8,000 gp.

Power Storing: A power storing weapon allows a maniferter to store a single targeted power of up to 5 power points in the weapon. (The power must have a manifesting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the power on that creature as a swift action if the wielder desires. (This ability is an exception to the rule that manifesting a power from an item takes at least as long as manifesting that power normally.) Once the power is manifested, the weapon is empty, and a maniferter can imbed any other targeted power of up to 5 power points into it. The weapon telepathically whispers to the wearer the name of the power currently stored within it. A randomly generated power storing weapon has a 50% chance to have a power stored in it already. Strong psychokinesis; ML 12th; Craft Psionic Arms and Armor, creator must be a maniferter of at least 12th level; Price +1 bonus.

Psibane: A psibane weapon is crafted to oppose psionic beings. When used against such creatures, its effective enhancement bonus is 2 higher than its actual enhancement bonus. It deals an extra 2d6 points of damage against psionic opponents. It bestows one negative level on any psionic creature attempting to wield it. This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Psibane bows, crossbows, and slings bestow this ability upon their ammunition.

Strong clairsentience; ML 15th; Craft Psionic Arms and Armor, *bend reality*; Price +2 bonus.

Psychic: A psychic weapon's power depends on its wielder. In the hands of a nonpsionic creature, the weapon possesses the qualities of a nonmagical, nonpsionic masterwork weapon. When wielded by a psionic creature, this weapon has an enhancement bonus based on the wielder's current power point reserve, as shown on the following table. The weapon's enhancement bonus decreases as the wielder spends power points, and it increases whenever the wielder gains enough power points (by any means) to put his power point reserve into the next higher category.

Power Point Reserve	Enhancement Bonus
1–4	+1
5–29	+2
30–79	+3
80–129	+4
130 or higher	+5

Strong clairsentience; ML 17th; Craft Psionic Arms and Armor, *reality revision*; Price +35,000.

Psychokinetic: Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 1d4 points of damage on a successful hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate psychokinesis; ML 10th; Craft Psionic Arms and Armor, *concussion blast*; Price +1 bonus.

Psychokinetic Burst: This weapon functions as a psychokinetic weapon that also releases a blast of destructive psionic energy upon scoring a successful critical hit. In addition to the extra damage of the psychokinetic ability (see above), a psychokinetic burst weapon deals an extra 1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add 2d6 points of extra damage instead, and if the multiplier is x4, add 3d6 points of extra damage. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Strong psychokinesis; ML 12th; Craft Psionic Arms and Armor, *concussion blast*; Price +2 bonus.

Soulbreaker: This weapon has a special ability that functions only upon scoring a successful critical hit. On a successful critical hit, a soulbreaker weapon bestows one negative level on the foe. One day after being struck, if the negative levels have not been purged, the subject must succeed on a DC 18 Fortitude save for each negative level or lose a character level. Strong telepathy; ML 12th; Craft Psionic Arms and Armor, *mindwipe*; Price +3 bonus.

Sundering: This kind of weapon allows a wielder to attack opponents' weapons as if he had the Improved Sunder feat.

Faint metacreativity; ML 5th; Craft Psionic Arms and Armor, Great Sunder, *metaphysical weapon*; Price +1 bonus.

Suppression: An opponent or object struck by this kind of weapon is subject to a targeted *dispel psionics* power. The wielder makes a power check (1d20 + 5 + maniferter level, maximum +15) against a DC of 11 + the maniferter level of the power to be dispelled. Bows, crossbows, and slings bestow this ability upon their ammunition, but can do so only three times per day. Moderate psychokinesis ML 10th; Craft Psionic Arms and Armor, *dispel psionics*; Price +2 bonus.

Teleporting: This ability can be imbedded only in weapons that can be thrown. A teleporting weapon returns through the Astral Plane to the creature that threw it. It teleports into the throwing creature's empty hand in the round following the round when it was thrown, just before that creature's turn. It is therefore ready to use again on that turn.
Faint psychoportation; ML 5th; Craft Psionic Arms and Armor, *psionic dimension door*; Price +1 bonus.

COGNIZANCE CRYSTALS

Cognizance crystals store power points that psionic characters can use to pay for manifesting their powers.

Physical Description: A *cognizance crystal* consists of a core crystal and two or three smaller crystals arranged in specific positions around it on strands of silver wire. The crystals give off a faint glow. A typical *cognizance crystal* weighs approximately 1 pound, has AC 7, 10 hit points, a hardness of 8, and a break DC of 16.

Activation: The user must merely hold or have a crystal on her person for a period of at least 10 minutes (which is long enough to attune oneself to the crystal). Thereafter, the owner can use power points stored in the crystal to manifest powers she knows.

The maximum number of points a *cognizance crystal* can store is always an odd number and is never more than 17. It can store only as many power points as its original maximum, set at the time of its creation. When a *cognizance crystal*'s power points are used up, the glow of the crystal dims. However, the user can recharge it by paying power points on a 1-for-1 basis. While doing this depletes the user's own power point reserve for the day, those power points remain available in the *cognizance crystal* until used.

A user cannot directly replenish her personal power points from those stored in a *cognizance crystal*, nor can she draw power points from more than one source to manifest a power. See Using Stored Power Points for more information.

Table: Cognizance Crystals

			Maximum Power Point Storage	Market Price
Minor	Medium	Major		
01–90	01–40	—	1	1,000 gp
91–100	41–74	—	3	4,000 gp
—	75–89	01–39	5	9,000 gp
—	90–98	40–59	7	16,000 gp
—	99–100	60–69	9	25,000 gp
—	—	70–70	11	36,000 gp
—	—	80–89	13	49,000 gp
—	—	90–95	15	64,000 gp
—	—	96–100	17	81,000 gp

Faint to strong psychokinesis; ML equal to maximum power point storage; Craft Cognizance Crystal; Weight 1 lb.

DORJES

A dorje is a slender crystal that contains a single power. Each dorje has 50 charges when created, and each charge expended allows one use of that power. A dorje that runs out of charges is just a simple crystal.

Physical Description: A typical dorje is an elongated crystal of one color (or colorless), between 8 inches and 10 inches long and about 1/2 inch thick, which can weigh up to 1/4 pound. Occasionally, a dorje is decorated with carvings or inscribed runes along a face of the crystal. A typical dorje has AC 7, 7 hit points, a hardness of 8, and a break DC of 18.

Activation: Dorjes use the power trigger activation method, so manifesting a power from a dorje is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested has a manifesting time longer than 1 standard action, however, it takes that long to manifest the power from a dorje.) The user must have the power on his class list, even if he knows the command thought. Additionally, to activate a dorje, a character must hold it in hand and point it in the general direction of the target or area to be affected.

Dorjes are normally created at the minimum manifester level required to manifest the power, and powers that can be augmented are not augmented when stored in a dorje. A dorje's wielder cannot augment the power contained within the dorje. However, dorjes can be created at a higher manifester level than required to manifest the power. In this case, the dorje that holds an augmentable power is augmented, to the limit of the manifester level and the power's augmentation maximums, if any. The manifester level of a dorje cannot be more than five higher than the minimum manifester level to use the power it contains.

Table: Dorjes

Minor	Medium	Major	Power Level ¹	Market Price ²
01–50	—	—	1st	750 gp
51–95	01–05	—	2nd	4,500 gp
96–100	06–65	—	3rd	11,250 gp
—	66–95	01–05	4th	21,000 gp

—	96–100	06–50	5th	33,750 gp
—	—	51–70	6th	49,500 gp
—	—	71–85	7th	68,250 gp
—	—	86–95	8th	90,000 gp
—	—	95–100	9th	114,750 gp

1 Some dorjes have higher manifester levels than the minimum power level, which give them commensurately higher costs.

2 Any dorje that stores a power with an experience point cost also has an XP cost in addition to that noted here.

POWER STONES

A power stone stores a power (or collection of powers). A stored power can be used only once, “flushing” the stone. Using a power stone is basically like manifesting a power.

Physical Description: A power stone is a thumb-sized chunk of crystal that possesses a barely detectable interior glow if it holds a low-level power. A stone imprinted with more than one power or a higher-level power glows more brightly, but never enough to provide illumination in its own right. A typical power stone has AC 7, 5 hit points, a hardness of 8, and a break DC of 20.

Activation: To activate a power stone, a manifester must mentally address it, as described below. Once the power is known, the power stone is treated as a power completion item, except as noted below.

Addressing the Stone: A power stone must be “addressed” before a character can use it or know exactly what power it contains. Doing this requires a successful Psicraft check (DC 15 + power level). Once a particular power stone has been addressed, it is not necessary to do so again. Addressing a power stone in advance lets a character proceed directly to the next step when the time comes to use it.

Using a stone’s stored power after addressing the stone requires holding the stone and willing the power’s manifestation, as if manifesting a power normally (a standard action). Activating a power stone is subject to disruption just as manifesting a power normally would be.

Additionally, the user must meet the following requirements.

- The user must have the power on his or her class list.
- The user must have the requisite key ability score.

If the user meets these requirements and has a manifester level at least equal to the power’s manifester level, she can automatically manifest the stored power without a check. If she meets both requirements but her own level is lower than the power stone’s manifester level, she has to make a manifester level check (1d20 + user’s level), against a DC equal to the power stone’s manifester level +1, to manifest the power successfully. On a failure, the user must succeed on a DC 5 Wisdom check to avoid brainburn (see below). A natural roll of 1 on this check is always a failure.

Determine Effect: A power successfully manifested from a power stone works exactly as if manifested normally. Assume the power stone’s manifester level is always the minimum level required to manifest the power for the character who imprinted the stone, unless the creator specifically desires otherwise.

A power stone’s glow fades when its stored power is flushed.

Brainburn: When something goes awry, the user of a power stone improperly manifests the stored power. The resultant psionic surge persists for 1d4 rounds, unless the power stone is flung farther than 100 feet away or is destroyed. This surge deals 1d6 points of damage per power stored per round and arcs across multiple targets, similar to *energy current*, except the damage type isn’t specified. The user is the primary target, and one nearby ally is the secondary target (chosen at random).

The manifester level for a standard power stone is the minimum manifester level needed to manifest the power (unless otherwise specified).

Table: Power Stone Types

d%	Type
01–70	Pson/wilder
71–100	Psychic warrior

Table: Powers Imprinted in a Power Stone

Power Stone Type	Number of Powers
Minor	1d3 powers
Medium	1d4 powers
Major	1d6 powers

Table: Power Stone Levels

Minor	Medium	Major	Power Level	Market Price ¹
01–50	—	—	1st	25 gp

51–95	01–05	—	2nd	150 gp
96–100	06–65	—	3rd	375 gp
—	66–95	01–05	4th	700 gp
—	96–100	06–50	5th	1,125 gp
—	—	51–70	6th	1,650 gp
—	—	71–85	7th ²	2,275 gp
—	—	86–95	8th ²	3,000 gp
—	—	95–100	9th ²	3,825 gp

1 Any power stone that has an imprinted power with an experience point cost also has an XP cost in addition to that noted here.

2 Reroll if a level of 7th or higher is indicated for a psychic warrior power stone.

The maximum level for a psychic warrior power stone is 6th.

PSICROWNS

A psicrown is a special headband that stores several powers. Unlike dorjes, which can contain a wide variety of powers, each psicrown is of a certain kind and holds specific powers. Unless otherwise stated, a psicrown has power points equal to 50 x its manifester level when created. These power points can be spent only on the powers that are contained in the psicrown.

Physical Description: A typical psicrown is large enough to fit on the head of a Medium creature. Some psicrowns are actually crownlike and heavily adorned, while others are simple headbands with crystal centerpieces. All psicrowns weigh less than 1 pound. Most psicrowns are metallic, but one could potentially be composed of any material. Metallic psicrowns have AC 10, 10 hit points, hardness 8, and a break DC of 28. Psicrowns made of psionically reinforced silk have AC 7, 10 hit points, hardness 2, and a break DC of 24. Psicrowns can be made from other, more exotic materials, but all have at least the strength and durability of psicrowns made of psionically reinforced silk.

Activation: Psicrowns use the power trigger activation method, so manifesting a power from a psicrown is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested, however, has a longer manifesting time than 1 standard action, it takes that long to manifest the power from a psicrown.) When activating a psicrown, the user spends power points contained in the psicrown on any one of the psicrown's powers. Powers activated from a psicrown can be augmented with additional power points from the psicrown itself, so long as the total number of power points spent does not exceed the user's manifester level. The user can't manifest a power from a psicrown using his own power points.

Table: Psicrowns

Medium	Major	Psicrown	Market Price
01–20	01–09	Dominator	20,250 gp
21–51	10–20	Evader	28,500 gp
52–64	21–31	Cautious warrior	32,063 gp
65–79	32–41	Beast	33,750 gp
80–89	42–58	Great dominator	45,000 gp
90–97	59–68	Astral legion	47,250 gp
98–100	69–78	Discerning watcher	51,469 gp
—	79–89	Fiery ruin	67,500 gp
—	90–97	Traveler	80,156 gp
—	98–100	Temporal juggler	95,625 gp

Psicrown Descriptions

Psicrowns have immense utility because they pack so many capabilities into one item and because they use the wearer's ability score and relevant feats to set the DC for saves against their powers.

Unlike with other sorts of psionic items, the wearer can use his manifester level when activating the power of a psicrown if it's higher than the manifester level of the psicrown.

The minimum manifester level of a psicrown is 8th. The manifester level of a psicrown cannot be more than five levels higher than the minimum manifester level for the highest-level power in the psicrown. Standard psicrowns are described below.

Astral Legion: This psicrown has 900 power points. It is made from white silk interwoven with crystalline strands of thread. It allows use of the following power.

- *Astral construct*

Strong metacreativity; ML 18th; Craft Psicrown, *astral construct*; Price 47,250 gp.

Beast: This psicrown has 450 power points. It is made from a prickly collection of bear claws and snake fangs. It allows use of the following powers.

- *Claw of energy*

- *Duodimensional claw*
- *Prevenom*
- *Psionic lion's charge*
- *Truevenom*

Moderate psychometabolism; ML 9th; Craft Psicrown, *claw of energy, duodimensional claw, prevenom, psionic lion's charge, truevenom*; Price 33,750 gp.

Cautious Warrior: This psicrown has 450 power points. It is made from a shining iron alloy, similar to the material of a metallic shield. It allows use of the following powers.

- *Adapt body*
- *Body adjustment*
- *Precognition, defensive*
- *Inertial barrier*

Moderate psychometabolism; ML 9th; Craft Psicrown, *adapt body, body adjustment, defensive precognition, inertial barrier*; Price 32,063 gp.

Discerning Watcher: This psicrown has 450 power points. It is made from pure transparent crystal. It allows use of the following powers.

- *Aura sight*
- *Clairtangent hand*
- *Clairvoyant sense*
- *Darkvision, psionic*
- *Remote viewing*
- *True seeing, psionic*

Moderate clairsentience; ML 9th; Craft Psicrown, *aura sight, clairtangent hand, clairvoyant sense, psionic darkvision, psionic true seeing, remote viewing*; Price 51,469 gp.

Dominator: This psicrown has 450 power points. It is made from gray iron and is shaped into an intricately fluted crown. It allows use of the following powers.

- *Charm, psionic*
- *Dominate, psionic*
- *Suggestion, psionic*

Moderate telepathy; ML 9th; Craft Psicrown, *psionic charm, psionic dominate, psionic suggestion*; Price 20,250 gp.

Evader: This psicrown has 400 power points. It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following powers.

- *Catfall*
- *Hustle*
- *Fly, psionic*
- *Freedom of movement, psionic*
- *Wall walker*

Moderate psychoporation; ML 8th; Craft Psicrown, *catfall, hustle, psionic fly, psionic freedom of movement, wall walker*; Price 28,500 gp.

Fiery Ruin: This psicrown has 750 power points. It is made from reddish iron and is shaped into a twisted circlet studded with reddish crystals. It allows use of the following powers.

- *Energy ball*
- *Energy cone*
- *Energy missile*
- *Energy stun*
- *Fiery disorporation*

Strong psychokinesis; ML 15th; Craft Psicrown, *energy ball, energy cone, energy missile, energy stun, fiery disorporation*; Price 67,500 gp.

Great Dominator: This psicrown has 750 power points. It is made from black iron without further ornamentation. It allows use of the following powers.

- *Charm, psionic*
- *Suggestion, psionic*
- *Dominate, psionic*

Strong telepathy; ML 15th; Craft Psicrown, *psionic charm, psionic dominate, psionic suggestion*; Price 45,000 gp.

Temporal Juggler: This psicrown has 850 power points. It is made from silk, usually dyed in several colors, with a clear crystal affixed to the material. It allows use of the following powers.

- *Temporal acceleration*
- *Time hop*
- *Timeless body*

Strong psychoporation; ML 17th; Craft Psicrown, *temporal acceleration, time hop, timeless body*; Price 95,625 gp.

Traveler: This psicrown has 750 power points. It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following powers.

- *Astral traveler*
- *Dimension door, psionic*
- *Teleport, greater psionic*
- *Teleport, psionic*

Strong psychoporation; ML 15th; Craft Psicrown, *astral traveler, psionic dimension door, psionic greater teleport, psionic teleport*; Price 80,156 gp.

PSIONIC TATTOOS

Psionic tattoos are designs scribed on the skin that manifest powers on their wearers. The wearer doesn't get to make any decisions about the tattoo's effect—the manifester who scribed it has already done so.

Psionic tattoos can vary in size, but a creature can wear only a total of twenty tattoos at one time—attempting to add one more than this maximum causes all previously scribed tattoos to simultaneously activate. A psionic tattoo fades away after use.

Physical Description: A typical psionic tattoo is a colorful pattern of tiny, interlacing lines within a larger design. This design can be as simple as a circle or a star, or as complex as an artist wishes to make it. Once it is scribed, a tattoo's design does not change. A psionic tattoo usually covers an area of skin no more than 5 inches in diameter (larger ones could be designed, but would have no added effect).

Scribing and Transferring Tattoos: The manifester level of a psionic tattoo is the minimum level required to manifest the scribed power. A psionic tattoo can contain only powers of 3rd level or lower.

A psionic tattoo inscribed on a wearer is potentially more mobile than a mundane tattoo. As a standard action, the wearer can will the tattoo to move to a different part of his body or onto the skin of any willing (or unconscious) living creature he touches. If the wearer of a psionic tattoo is rendered unconscious or is slain, another sentient creature can touch the tattoo while willing it to leave the previous wearer and apply itself to the new creature as a standard action. Psionic tattoos cannot overlay one another.

Identifying Psionic Tattoos: In addition to the standard methods of identification, the wearer of a tattoo can concentrate on it and attempt to gain some sense of how it would feel if activated. A successful DC 13 Intelligence check provides a hint to the tattoo's effect.

Activation: A psionic tattoo produces its effect when touched by its wearer and willed to do so. This activity, called "tapping" the tattoo, is a standard action that provokes attacks of opportunity. A psionic tattoo fades away after use.

The following rules govern the use of psionic tattoos.

- A creature must have an appropriate physical surface on which to scribe the pattern (thus, incorporeal creatures or creatures with impermanent flesh, such as fire elementals, cannot use psionic tattoos).
- Tapping a psionic tattoo provokes attacks of opportunity. A successful attack (including grappling attacks) against the wearer forces a Concentration check. A wearer who fails this check cannot concentrate effectively on the tattoo to use it. The tattoo remains untapped, and the wearer can make another attempt.
- A character can trigger the effects of another's psionic tattoo if the other wearer is unconscious. It is a full-round action to find, touch, and concentrate on an unconscious creature's tattoo in order to tap it.

The manifester level for a standard psionic tattoo is the minimum manifester level needed to manifest the power (unless otherwise specified).

Table: Psionic Tattoos

Minor	Medium	Major	Power Level	Market Price
01–47	01–08	—	1st	50 gp
47–	09–75	01–50	2nd	300 gp
100	—	51–100	3rd	750 gp

UNIVERSAL ITEMS

This is a catchall category for any psionic item that doesn't fall into the other groups. Anyone can use a universal item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually command thought, but details vary from item to item.

Table: Minor Universal Items

d%	Item	Market Price
01–04	Shard (+1, any one skill)	10 gp

05–07	<i>Shard</i> (+2, any one skill)	40 gp
08–10	Crawling tattoo (any 1st level)	50 gp
11–14	<i>Crawling tattoo of concussion</i>	50 gp
15–18	<i>Shard</i> (+3, any one skill)	90 gp
19–21	<i>Shard</i> (+4, any one skill)	160 gp
22–24	<i>Shard</i> (+5, any one skill)	250 gp
25–28	Crawling tattoo (any 2nd level)	300 gp
29–31	<i>Pearl, brain lock</i>	300 gp
32–35	<i>Shard</i> (+6, any one skill)	360 gp
36–38	<i>Shard</i> (+7, any one skill)	490 gp
39–41	<i>Boots of stomping</i>	600 gp
42–44	<i>Shard</i> (+8, any one skill)	640 gp
45–47	Crawling tattoo (any 3rd level)	750 gp
48–50	<i>Crawling tattoo of energy bolt</i>	750 gp
51–53	<i>Pearl, breath crisis</i>	750 gp
54–56	<i>Shard</i> (+9, any one skill)	810 gp
57–59	<i>Boots of landing</i>	1,000 gp
60–63	<i>Psionic restraints, lesser</i>	1,000 gp
64–67	<i>Shard</i> (+10, any one skill)	1,000 gp
68–71	<i>Pearl, personality parasite</i>	1,400 gp
72–75	<i>Crystal mask of knowledge</i>	2,500 gp
76–79	<i>Crystal mask of languages</i>	2,500 gp
80–85	<i>Eyes of expanded vision</i>	3,000 gp
86–89	<i>Gloves of object reading</i>	3,000 gp
90–92	<i>Mirror of suggestion</i>	3,600 gp
93–94	<i>Psionic restraints, average</i>	6,000 gp
95–97	<i>Torc of free will</i>	6,000 gp
98–100	<i>Boots of skating</i>	7,000 gp

Table: Medium Universal Items

d%	Item	Market Price
01–04	<i>Psionatrix of clairsentience</i>	8,000 gp
05–08	<i>Psionatrix of metacreativity</i>	8,000 gp
09–12	<i>Psionatrix of psychokinesis</i>	8,000 gp
13–16	<i>Psionatrix of psychometabolism</i>	8,000 gp
17–20	<i>Psionatrix of psychoportation</i>	8,000 gp
21–25	<i>Psionatrix of telepathy</i>	8,000 gp
26–27	<i>Third eye penetrate</i>	8,000 gp
28–29	<i>Mirror of time hop</i>	9,000 gp
30–31	<i>Crystal mask of detection</i>	10,000 gp
32–33	<i>Crystal mask of discernment</i>	10,000 gp
34–35	<i>Crystal mask of dread</i>	10,000 gp
36–38	<i>Crystal mask of psionic craft</i>	10,000 gp
39–41	<i>Ring of self-sufficiency</i>	10,000 gp
42–43	<i>Skin of nimbleness</i>	10,000 gp
44–45	<i>Third eye aware</i>	10,000 gp
46–47	<i>Third eye concentrate</i>	10,000 gp
48–49	<i>Third eye gather</i>	10,000 gp
50–52	<i>Eyes of power leech</i>	10,080 gp
53–55	<i>Third eye powerthieve</i>	10,080 gp
56–58	<i>Third eye view</i>	10,180 gp
59–61	<i>Crystal mask of mindarmor</i>	10,667 gp
62–63	<i>Psionic restraints, greater</i>	12,000 gp
64–65	<i>Torc of leech freedom</i>	12,000 gp
66–68	<i>Gloves of titan's grip</i>	14,000 gp
69–70	<i>Skin of the claw</i>	16,000 gp

71–72	<i>Amulet of catapsi</i>	16,200 gp
73–74	<i>Skin of the chameleon</i>	18,000 gp
75–76	<i>Pearl, mind seed</i>	18,500 gp
77–78	<i>Mirror of mind switch</i>	19,800 gp
79–80	<i>Eyes of power leech, vampiric</i>	20,160 gp
81–82	<i>Crystal mask of insightful detection</i>	20,250 gp
83–84	<i>Crystal anchor, body</i>	24,000 gp
85–86	<i>Crystal anchor, comprehension</i>	24,000 gp
87–88	<i>Crystal anchor, creation</i>	24,000 gp
89–90	<i>Crystal anchor, energy</i>	24,000 gp
91	<i>Crystal anchor, ghost</i>	24,000 gp
92–93	<i>Crystal anchor, mind</i>	24,000 gp
94–95	<i>Crystal anchor, travel</i>	24,000 gp
96–97	<i>Psionic restraints, damping</i>	24,000 gp
98–100	<i>Third eye sense</i>	24,000 gp

Table: Major Universal Items

d%	Item	Market Price
01–08	<i>Skin of the defender</i>	32,000 gp
09–16	<i>Torc of power preservation</i>	36,000 gp
17–24	<i>Boots of temporal acceleration</i>	43,200 gp
25–32	<i>Third eye repudiate</i>	43,200 gp
33–40	<i>Skin of fiery response</i>	60,000 gp
41–49	<i>Skin of the troll</i>	61,200 gp
50–57	<i>Skin of the hero</i>	77,500 gp
58–63	<i>Skin of the spider</i>	79,080 gp
64–72	<i>Skin of proteus</i>	84,000 gp
73–80	<i>Third eye expose</i>	112,000 gp
81–87	<i>Third eye conceal</i>	120,000 gp
88–92	<i>Third eye dominate</i>	120,000 gp
93–97	<i>Skin of iron</i>	129,600 gp
98–100	<i>Skin of the psion</i>	151,000 gp

Universal Item Descriptions

Universal items can be configured to do just about anything.

Standard universal items are described below.

Amulet of Catapsi: This copper amulet aids the wearer against other psionic characters. Once per day, the wearer can mentally command the *catapsi* power, which blankets a 30-foot-radius area surrounding the wearer in telepathic noise for 9 rounds. Each time other psionic characters within this range attempt to manifest a power, they must succeed on a DC 17 Will save or pay 4 more points than they otherwise would for each power manifestation. The limit on the number of power points a subject can spend on a power remains in effect, so the subject may not be able to manifest his or her highest-level powers. Moderate telepathy; ML 9th; Craft Universal Item, *catapsi*; Price 16,200 gp.

Boots of Landing: These boots allow the wearer to recover instantly from a fall and can absorb some damage from falling once per day. The wearer lands on her feet no matter how far she falls, and takes 2 fewer dice of damage from the fall than normal.

Faint psychoportation; ML 2nd; Craft Universal Item, *catfall*; Price 1,000 gp; Weight 1 lb.

Boots of Skating: These boots allow the wearer to slide along the ground at will as if using the *skate* power.

Faint psychoportation; ML 1st; Craft Universal Item, *skate*; Price 7,000 gp; Weight 1 lb.

Boots of Stomping: These boots allow the wearer to use *stomp* as the power three times per day (Reflex save DC 13) when the wearer stomps her feet.

Faint psychokinesis; ML 3rd; Craft Universal Item, *stomp*; Price 600 gp; Weight 1 lb.

Boots of Temporal Acceleration: These boots allow the wearer to speed up his own time frame for 2 rounds as if using the power *temporal acceleration*. The wearer can use this power once per day.

Strong psychoportation; ML 15th; Craft Universal Item, *temporal acceleration*; Price 43,200 gp; Weight 1 lb.

Crawling Tattoos: Crawling tattoos resemble standard psionic tattoos, but their effects are often harmful rather than beneficial. Like a psionic tattoo, a crawling tattoo can be scribed only with a power of no higher than 3rd level that targets

one or more creatures. Exceptions are the *body adjustment* power, which can be scribed even though it affects only the manifester, and telepathy (compulsion) powers, which cannot be scribed at all. Powers that normally have an area affect only one target if scribed in a crawling tattoo. Powers with an experience point requirement cannot be scribed into a crawling tattoo. Otherwise, crawling tattoos are treated as psionic tattoos until they are activated by the wearer.

The wearer of a crawling tattoo can tap the tattoo as a standard action that provokes attacks of opportunity, mentally specifying a target (to which the wearer must have line of sight). Instead of manifesting its stored power, the tattoo animates, drops to the ground, and scuttles toward the target. The original wearer need no longer concentrate on the tattoo once animated.

The animated tattoo moves toward its designated target in the same round when it is activated. Treat it as a Fine construct that has AC 18, 10 hit points, a hardness of 5, speed 30 feet, and a bonus on attack rolls equal to the wearer's manifester level + his key ability modifier. Crawling tattoos, unlike true constructs, are subject to illusions, darkness, fog, and similar effects. Should the target be killed, teleport away, or otherwise absent itself before the animated tattoo reaches it, the wearer can reclaim the tattoo. If it is destroyed, a crawling tattoo shatters and evaporates.

A crawling tattoo must enter the target's square to attack and thus provokes attacks of opportunity as it passes through the target's threatened area. The tattoo makes one touch attack per round thereafter until it strikes its target or is destroyed. On a successful attack, the power scribed in the crawling tattoo affects the target if the target fails the appropriate saving throw; however, powers that normally allow a Reflex saving throw automatically affect the touched target. Crawling tattoos can ferry beneficial powers as well as harmful ones, and a target can allow the tattoo's touch attack to succeed if he or she desires. Two examples of crawling tattoos are described below; many more types are possible.

Market Price: The cost of a crawling tattoo depends on the level of the power scribed in it.

Power Level	Market Price
1st	50 gp
2nd	300 gp
3rd	750 gp

Crawling Tattoo of Concussion: This crawling tattoo delivers a concussion effect, dealing 1d6 points of damage to a creature hit by its touch attack.

Faint psychokinesis; ML 1st; Craft Universal Item, *concussion blast*; Price 50 gp.

Crawling Tattoo of Energy Bolt: Each of these tattoos is keyed to one energy type: cold, electricity, fire, or sonic. This crawling tattoo delivers the *energy bolt* power, dealing 5d6 points of damage of its energy type.

Faint psychokinesis; ML 5th; Craft Universal Item, *energy bolt*; Price 750 gp.

Crystal Anchor: A *crystal anchor* is a shaft of transparent crystal 4 to 5 feet in length, with a sharpened, spearlike head on one end. It ensnares the minds of those within range who manifest powers of a specified psionic discipline. The triggering discipline is specified at the time of creation.

A *crystal anchor* is activated by plunging the sharp head into the ground, leaving the shaft freestanding. It projects an invisible, 30-foot-radius field. If a power from the specified discipline is manifested within this range, the manifester must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to *brain lock*, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the *crystal anchor* into the earth. Any anchor can be pulled out of the ground and reused at a later time.

When a *crystal anchor* successfully ensnares a target, a slender filament of insubstantial ectoplasm connects the victim to the shaft, even one outside the original area of the field.

A *crystal anchor* can attempt to ensnare a victim only five times per day. Previously caught targets can remain caught day after day and do not count against this daily limit on attempts.

An anchor's owner can designate certain creatures to be unaffected by the anchor; such creatures need not make a saving throw and do not count against the daily limit on attempts. One *crystal anchor* can ensnare multiple targets simultaneously, and multiple *crystal anchors* can share overlapping fields.

Anchors that activate when a specific power is manifested in range are also possible, but are rarer.

A *crystal anchor* has AC 7, 15 hit points, a hardness of 8, and a break DC of 20.

Body Crystal Anchor: Those who manifest psychometabolism powers are affected as described above.

Faint psychometabolism; ML 5th; Craft Universal Item, *brain lock*, *psionic contingency*, any psychometabolism power; Price 24,000 gp; Weight 3 lb.

Comprehension Crystal Anchor: Those who manifest clairsentience powers are affected as described above.

Faint clairsentience; ML 5th; Craft Universal Item, *brain lock*, *psionic contingency*, any clairsentience power; Price 24,000 gp; Weight 3 lb.

Creation Crystal Anchor: Those who manifest metacreativity powers are affected as described above.

Faint metacreativity; ML 5th; Craft Universal Item, *brain lock*, *psionic contingency*, any metacreativity power; Price 24,000 gp; Weight 3 lb.

Energy Crystal Anchor: Those who manifest psychokinesis powers are affected as described above.

Faint psychokinesis; ML 5th; Craft Universal Item, *brain lock*, *psionic contingency*, any psychokinesis power; Price 24,000 gp; Weight 3 lb.

Ghost Crystal Anchor: Those who manifest *remote viewing* are affected as described above.
Faint clairsentience; ML 5th; Craft Universal Item, *brain lock, psionic contingency, remote viewing*; Price 24,000 gp; Weight 3 lb.

Mind Crystal Anchor: Those who manifest telepathy powers are affected as described above.
Faint telepathy; ML 5th; Craft Universal Item, *brain lock, psionic contingency*, any telepathy power; Price 24,000 gp; Weight 3 lb.

Travel Crystal Anchor: Those who manifest psychoportation powers are affected as described above.
Faint psychoportation; ML 5th; Craft Universal Item, *brain lock, psionic contingency*, any psychoportation power; Price 24,000 gp; Weight 3 lb.

Crystal Masks: Each of the various types of crystal masks fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils. The mask is transparent, although it distorts the wearer's features. Leather straps attached to small holes on the sides of a mask enable the owner to affix the mask to his face.
Crystal masks confer special abilities or improved skills on their wearers.
A crystal mask is treated as eyewear or goggles for the purpose of determining which items can be worn on the body.

Crystal Mask of Detection: The wearer of a *crystal mask of detection* can make Search checks with a +10 competence bonus.
Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Search; Price 10,000 gp; Weight 1/2 lb.

Crystal Mask of Discernment: The wearer of a *crystal mask of discernment* can make Sense Motive checks with a +10 insight bonus.
Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Sense Motive; Price 10,000 gp; Weight 1/2 lb.

Crystal Mask of Dread: The wearer of a *crystal mask of dread* can attempt to frighten other beings to her will. The wearer makes all Intimidate checks with a +10 competence bonus.
Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Intimidate; Price 10,000 gp; Weight 1/2 lb.

Crystal Mask of Insightful Detection: The wearer of a *crystal mask of insightful detection* can make Search checks and Spot checks with a +9 insight bonus.
Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 9 ranks in both Search and Spot; Price 20,250 gp; Weight 1/2 lb.

Crystal Mask of Knowledge: Each of the various *crystal masks of knowledge* grants the wearer a +5 competence bonus on a specific type of Knowledge check.
Faint clairsentience; ML 3rd; Craft Universal Item, creator must have 5 ranks in the Knowledge skill of the appropriate type; Price 2,500 gp; Weight 1/2 lb.

Crystal Mask of Languages: Each of the various *crystal masks of language* grants the wearer the ability to speak and write five different languages.
Faint clairsentience; ML 3rd; Craft Universal Item, creator must have the Speak Language skill for each of five languages; Price 2,500 gp; Weight 1/2 lb.

Crystal Mask of Mindarmor: A *crystal mask of mindarmor* grants the wearer a +4 insight bonus on all Will saving throws.
Faint telepathy; ML 5th; Craft Universal Item, *conceal thoughts*; Price 10,667 gp; Weight 1/2 lb.

Crystal Mask of Psionic Craft: The wearer of a *crystal mask of psionic craft* makes all Psicraft checks with a +10 competence bonus.
Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Psicraft; Price 10,000 gp; Weight 1/2 lb.

Eyes of Expanded Vision: These crystal lenses fit over the user's eyes to expand his field of vision. Flanking opponents gain only a +1 bonus when attacking the user instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Spot checks but takes a -2 penalty on saves against gaze attacks.
Faint clairsentience; ML 1st; Craft Universal Item, *ubiquitous vision*; Price 3,000 gp.

Eyes of Power Leech: These crystal lenses fit over the user's eyes. Once per day, the wearer is able to drain power points from another psionic creature or character by meeting its gaze as if using *power leech*. A selected target within 40 feet must succeed on a DC 16 Will save, or a connection of crackling energy is formed between the wearer and the victim. The connection drains 1d6 power points from the target for every round in which the wearer maintains concentration (to a maximum of 7 rounds). The wearer gains 1 power point from those drained from the target each round (subject to his normal maximum; points he cannot gain immediately are lost).
If the wearer has only one lens, the DC of the Will save is 14 instead of 16.
Eyes of power leech have no effect on nonpsionic targets or psionic creatures with a current power point reserve of 0.
Moderate telepathy; ML 7th; Craft Universal Item, *power leech*; Price 10,080 gp.

Eyes of Power Leech, Vampiric: As *eyes of power leech*, except the wearer gains drained power points from the subject even if doing so would bring him over his normal maximum. The wearer of *vampiric eyes of power leech* can maintain concentration for up to 13 rounds. Power points the wearer gains in excess of his maximum fade after 8 hours if they are not spent before that time.

Strong telepathy; ML 15th; Craft Universal Item, *bend reality, power leech*; Price 20,160 gp.

Gloves of Object Reading: While wearing these gloves, the user can learn the details of an inanimate object's previous owner if he handles the object, as if manifesting the *object reading* power.

Faint clairsentience; ML 1st; Craft Universal Item, *object reading*; Price 3,000 gp.

Gloves of Titan's Grip: While wearing these oversize gloves, the user gains a +8 enhancement bonus on grapple checks. The power is activated when the user enters a grapple. The enhancement bonus lasts for a maximum of 7 rounds per use, up to three uses per day.

Moderate psychometabolism; ML 9th; Craft Universal Item, *grip of iron*; Price 14,000 gp.

Mirror of Mind Switch: This small hand mirror manifests its power once per day against a creature that sees its reflection within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 19 Will save, or its mind and the mind of the mirror's wielder switch, as if by the *mind switch* power. Because the mirror is small, only a single creature can meet its own gaze. The wielder of the mirror is not affected by seeing himself.

Moderate telepathy; ML 11th; Craft Universal Item, *mind switch*; Price 19,800 gp; Weight 1/2 lb.

Mirror of Suggestion: This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 13 Will save or be affected by a *suggestion* chosen by the mirror's wielder. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

Faint telepathy; ML 3rd; Craft Universal Item, *psionic suggestion*; Price 3,600 gp; Weight 1/2 lb.

Mirror of Time Hop: This small hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 14 Will save or be pushed forward in time by 5 rounds, as if subject to the *time hop* power. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing herself.

Faint psychoportation; ML 5th; Craft Universal Item, *time hop*; Price 9,000 gp; Weight 1/2 lb.

Pearl, Brain Lock: This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 13 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target stands mentally paralyzed, as if by *brain lock*, for 3 rounds. The use destroys the item.

Faint telepathy; ML 3rd; Craft Universal Item, *brain lock*; Price 300 gp.

Pearl, Breath Crisis: This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 14 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *crisis of breath* for 5 minutes. The use destroys the item.

Faint telepathy; ML 5th; Craft Universal Item, *crisis of breath*; Price 750 gp.

Pearl, Mind Seed: This tiny pearly sphere instantly takes on the skin tone and texture of whatever creature handles it. It speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 150 feet that he can see and to which he has line of effect. If the target fails a DC 22 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by a *mind seed* power, with the pearl's wielder acting as the manifester. The use destroys the item.

Strong telepathy; ML 15th; Craft Universal Item, *mind seed*; Cost 6,000 gp + 2,500 XP; Price 18,500 gp.

Pearl, Personality Parasite: This tiny pearly sphere speeds toward its target when hurled by its owner. He can hurl the pearl at any target within 130 feet that he can see and to which he has line of effect. If the target fails a DC 16 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *personality parasite* for 5 rounds. The use destroys the item.

Faint telepathy; ML 7th; Craft Universal Item, *personality parasite*; Price 1,400 gp.

Psionatrix: Each of these multifaceted crystals is worn as an amulet. Unless noted otherwise, a psionatrix adds a +1 enhancement bonus to the save DC when the wearer uses powers of the discipline to which the psionatrix is keyed.

Psionatrix of clairsentience: Blue light glimmers in this crystal's heart.

Moderate clairsentience; ML 8th; Craft Universal Item, creator must be a seer; Price 8,000 gp.

Psionatrix of metacreativity: Green light glimmers in this crystal's heart.

Moderate metacreativity; ML 8th; Craft Universal Item, creator must be a shaper; Price 8,000 gp.

Psionatrix of psychokinesis: Red light glimmers in this crystal's heart.

Moderate psychokinesis; ML 8th; Craft Universal Item, creator must be a kineticist; Price 8,000 gp.

Psionatrix of psychometabolism: Violet light glimmers in this crystal's heart.

Moderate psychometabolism; ML 8th; Craft Universal Item, creator must be an egoist; Price 8,000 gp.

Psionatrix of psychoportation: Yellow-red light glimmers in this crystal's heart.

Moderate psychoportation; ML 8th; Craft Universal Item, creator must be a nomad; Price 8,000 gp.

Psionatrix of telepathy: Piercing yellow light shines from this crystal's heart.

Moderate telepathy; ML 8th; Craft Universal Item, creator must be a telepath; Price 8,000 gp.

Psionic Restraints: Each of the various psionic restraints is an iron cuff that cunningly locks around the wrist (DC 27 Open Lock check). The cuff limits the total number of power points a psionic creature wearing it can use in 1 round (regardless of the creature's total power point reserve), or completely damps the ability to use psionics. All types of psionic restraints prevent the free manifesting of powers.

Allowed Power

Restraint Type	Points/Round	Market Price
Lesser	5	1,000 gp
Average	3	6,000 gp
Greater	1	12,000 gp
Damping	0	24,000 gp

Strong psychokinesis; ML 16th; Craft Universal Item, *bend reality, dispel psionics*; Weight 1 lb.

Psychoactive Skins: Psychoactive skins (also sometimes called ectoshells) are fistsized globs of psionically charged ectoplasm. As a standard action, a psychoactive skin spreads over and covers a Medium or smaller creature that projects the proper command thought; the same command thought causes the skin to shrink back down to its former size. Each of the various psychoactive skins is charged with one of a wide array of powers that constantly affect the wearer.

A deployed skin completely covers the wearer and all his equipment like a second skin, allowing the wearer to see, hear, and breathe normally. It rolls away from various parts of the body as needed, such as when the wearer needs to eat or access a backpack. Held items or items specifically excluded are not covered by a psychoactive skin.

Up to three skins can be worn simultaneously, although only the outermost is active in any given round (the powers of hidden skins cannot be manifested). Skin layers can be changed with a command thought as a standard action, which causes a lower-layer skin to come to the surface.

Skin of the Chameleon: This psychoactive skin adjusts to surrounding textures and colors, continually granting the wearer a +10 enhancement bonus on Hide checks.

Faint psychometabolism; ML 3rd; Craft Universal Item, *chameleon*; Price 18,000 gp; Weight 2 lb.

Skin of the Claw: This psychoactive skin benefits only a wearer who has levels in psychic warrior. If such a character wears this skin, he can activate the *claws of the beast* power at will, as a free action that does not provoke attacks of opportunity. He can also dismiss the claws equally quickly.

Faint psychometabolism; ML 4th; Craft Universal Item, *claws of the beast*; Price 16,000 gp; Weight 2 lb.

Skin of the Defender: This psychoactive skin continually grants the wearer a +4 bonus to natural armor.

Faint psychometabolism; ML 5th; Craft Universal Item, *thicken skin*; Price 32,000 gp; Weight 2 lb.

Skin of Fiery Response: This psychoactive skin answers the first attack made against the wearer in each round with an automatically manifested and targeted "ectoburst" against the attacker. The burst ejects from the skin on the wearer's turn, making a ranged touch attack as described in the *energy retort* power, but the energy type chosen is always fire. If the attack hits, the target takes 2d6 points of fire damage as the ectoburst flames up and is consumed. This attack does not in any way hinder the wearer, count against her total actions for the round, or provoke attacks of opportunity.

Faint psychokinesis; ML 5th; Craft Universal Item, *energy retort*; Price 60,000 gp; Weight 2 lb.

Skin of the Hero: This psychoactive skin continually grants the wearer a +3 deflection bonus to Armor Class, a +3 resistance bonus on all saving throws, and a +3 enhancement bonus on attack rolls.

Strong psychometabolism; ML 18th; Craft Universal Item, *bend reality*; Price 77,500 gp; Weight 2 lb.

Skin of Iron: This psychoactive skin affects the wearer as the *psionic iron body* power up to three times per day for 15 minutes with each use. When the skin's power is not active, it has no protective qualities. Activating the *psionic iron body* effect is a standard action that provokes attacks of opportunity.

Strong metacreativity; ML 15th; Craft Universal Item, *psionic iron body*; Price 129,600 gp; Weight 2 lb.

Skin of Nimbleness: This psychoactive skin continually grants the wearer a +10 competence bonus on Tumble checks.

Moderate psychometabolism; ML 8th; Craft Universal Item, creator must have 10 ranks in Tumble; Price 10,000 gp; Weight 2 lb.

Skin of Proteus: This psychoactive skin continually affects the wearer as the *metamorphosis* power. While in a form other than his natural form, the wearer does not appear to be wearing the skin.

Moderate psychometabolism; ML 7th; Craft Universal Item, *metamorphosis*; Price 84,000 gp; Weight 2 lb.

Skin of the Psion: This psychoactive skin grants the wearer 7 bonus power points per day and power resistance 21.

Strong clairsentience; ML 17th; Craft Universal Item, *power resistance*; Price 151,000 gp; Weight 2 lb.

Skin of the Spider: This psychoactive skin continually grants the wearer a +20 competence bonus on Climb checks and continually affects the wearer as the *body equilibrium* power. Three times per day, the wearer can manifest *entangling ectoplasm* against a target within 30 feet.

Faint psychometabolism; ML 3rd; Craft Universal Item, creator must have 10 ranks in Climb, *body equilibrium, entangling ectoplasm*; Price 79,080 gp; Weight 2 lb.

Skin of the Troll: This psychoactive skin continually allows a living wearer to heal more quickly. The wearer heals 5 points of damage per minute. Except for the slower rate of healing, this skin affects its wearer as if the wearer were under the effect of a continual *true metabolism* power.

Strong psychometabolism; ML 17th; Craft Universal Item, *true metabolism*; Price 61,200 gp; Weight 2 lb.

Ring of Self-Sufficiency: This crystalline ring continually grants the wearer a +10 competence bonus on Autohypnosis checks.

Moderate psychometabolism; ML 7th; Craft Universal Item, creator must have 10 ranks in Autohypnosis; Price 10,000 gp.

Shards: These universal items are tiny fragments of cast-off crystal imprinted with minuscule bits of psionic power. Using a *shard* requires grasping it and projecting a command thought as a standard action (most *shards* telepathically whisper their command word into the minds of living creatures who handle them). A *shard* grants a temporary competence bonus on one specific skill, ranging from +1 to +10. The granted bonus lasts until the skill is used or 10 rounds pass, whichever comes first. Once its effect is activated, a *shard* disintegrates immediately, whether or not the bonus granted by the *shard* is eventually used.

Moderate psychometabolism; ML 7th; Craft Universal Item, creator must have ranks in the specified skill at least equal to the imprinted bonus; Price 10 gp (+1), 40 gp (+2), 90 gp (+3), 160 gp (+4), 250 gp (+5), 360 gp (+6), 490 gp (+7), 640 gp (+8), 810 gp (+9), or 1,000 gp (+10).

Third Eyes: These objects appear as small crystals, always with at least one wide, flat facet, and contain a variety of powers. When the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes the *third eye* to disengage). Only one *third eye* can be worn at a time.

A *third eye* is treated as eyewear or goggles for the purpose of determining which items can be worn on the body.

Aware: This kind of *third eye* continually grants the wearer a +10 competence bonus on Spot checks.

Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Spot; Price 10,000 gp.

Conceal: While worn, a *third eye conceal* protects the wearer from view by all devices, powers, and spells that detect, influence, or read emotions or thoughts. This power protects against all mind-affecting powers and effects as well as information-gathering by clairsentience powers or effects (except for *metafaculty*); this item affects the wearer as if he enjoyed the benefit of the *psionic mind blank* power.

Strong telepathy; ML 15th; Craft Universal Item, *psionic mind blank*; Price 120,000 gp.

Concentrate: This kind of *third eye* continually grants the wearer a +10 competence bonus on Concentration checks.

Moderate telepathy; ML 7th; Craft Universal Item, creator must have 10 ranks in Concentration; Price 10,000 gp.

Dominate: The wearer of a *third eye dominate* can attempt to dominate a subject as with the power *psionic dominate*, augmented to target any creature type it can affect, once per day (save DC 18).

Strong telepathy; ML 15th; Craft Universal Item, *psionic dominate*; Price 120,000 gp.

Expose: The wearer of this kind of *third eye* always knows when someone lies directly to him.

Strong telepathy; ML 15th; Craft Universal Item, *bend reality*; Price 112,000 gp.

Gather: This kind of *third eye* continually grants the wearer a +10 competence bonus on Gather Information checks.

Moderate clairsentience; ML 7th; Craft Universal Item, creator must have 10 ranks in Gather Information; Price 10,000 gp.

Penetrate: While worn, a *third eye penetrate* grants the wearer a +2 bonus on manifest level checks to overcome a creature's power resistance.

Strong clairsentience; ML 15th; Craft Universal Item, *bend reality*; Price 8,000 gp.

Powerthieve: While worn, a *third eye powerthieve* allows the wearer to borrow one power from a psionic target within 40 feet once per day. If the target fails a DC 16 Will save, it instantly loses one power of the wearer's choice, and the wearer instantly gains temporary knowledge of this power.

The wearer can manifest the borrowed power normally if she has sufficient power points to pay for its cost. The wearer retains knowledge of the power for up to 70 minutes, at which time she loses knowledge of the power and the former owner regains it, regardless of the distance between them. If the former owner is dead, the wearer still loses the borrowed power.

Moderate telepathy; ML 7th; Craft Universal Item, *thieving mindlink*; Price 10,080 gp.

Repudiate: While worn, this powerful item allows the wearer to manifest *dispel psionics* once per day with a +20 modifier on the dispel check (the wearer uses the +20 modifier in place of his manifester level).

Strong psychokinesis; ML 20th; Craft Universal Item, *dispel psionics*; Price 43,200 gp.

Sense: The wearer of this kind of *third eye* can manifest *clairvoyant sense* at will.

Faint clairsentience; ML 3rd; Craft Universal Item, *clairvoyant sense*; Price 24,000 gp.

View: The wearer of this kind of *third eye* can spin a quasireal version of himself and send it over virtually any distance or into other planes of existence, as if manifesting the *remote viewing* power, once per day.

Moderate clairsentience; ML 7th; Craft Universal Item, *remote viewing*; Price 10,180 gp.

Torc of Free Will: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a *torc of free will* is not affected by the *brain lock* power or items that produce *brain lock* effects (such as *crystal anchors*).

A torc is treated as an amulet for the purpose of determining which items can be worn on the body.

Faint telepathy; ML 3rd; Craft Universal Item, *brain lock*; Price 6,000 gp; Weight 2 lb.

Torc of Leech Freedom: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a *torc of leech freedom* automatically resists up to two uses of *power leech* against him per day.

A torc is treated as an amulet for the purpose of determining which items can be worn on the body.

Faint telepathy; ML 5th; Craft Universal Item, *power leech*; Price 12,000 gp; Weight 2 lb.

Torc of Power Preservation: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a *torc of power preservation* manifests all powers by paying power points equal to the standard cost minus 1 (minimum of 1).

A torc is treated as an amulet for the purpose of determining which items can be worn on the body.

Strong clairsentience; ML 15th; Craft Universal Item, *bend reality*; Price 36,000 gp; Weight 2 lb.

CURSED ITEMS

d%	Curse
01–33	Backfire
34–66	Exhausting
67–100	Subversive

Backfire: The imbedded psionic effect of the cursed item targets the user instead of its intended target.

Exhausting: A cursed item of this sort resembles a normal psionic item with a power that can be freely activated, but it instead drains the user of power points whenever he activates its power.

Subversive: A cursed item of this sort appears identical to a standard psionic item. However, it holds an inner malice for the wearer, whose saving throws take a constant –2 penalty. The owner isn't instantly aware of this penalty but may become aware after a while, when it becomes clear that he fails saves that others make with the same result on the saving throw.

Specific Cursed Item

Reverse Capacitor: A *reverse capacitor* doesn't store power points—it drains them, to the surprise and chagrin of a psionic character taken in by its resemblance to a *cognizance crystal*. Powers that identify psionic items incorrectly identify a *reverse capacitor* as a *cognizance crystal* 50% of the time.

A psionic character attempting to use the power points supposedly stored in a *reverse capacitor* instead loses 1d6 power points per round for 7 rounds. A crackling arc connects the brow of the character with the stone. If the character can put more than 40 feet between himself and the *reverse capacitor*, the effect ends. If the *reverse capacitor* drains more power points than the psionic character possesses, the draining effect ends.

The drained power points are simply lost. Each new attempt to use the power points supposedly stored in the *reverse capacitor* initiates the draining effect anew.

Strong telepathy; ML 15th; Craft Universal Item, *bend reality, power leech*; Price 112,000 gp; Weight 1 lb.

PSIONIC ARTIFACTS

Minor Artifacts

Minor artifacts are not necessarily unique items. Instead, they are psionic items that no longer can be made, at least by common mortal means.

Sutra of Tranquil Thought: This monastic tome describes ancient techniques of mental focus and is highly prized by psionic practitioners. If a psionic character who is not evil studies the work during one week of solitary contemplation, he gains 17 bonus power points and experience points sufficient to place him halfway into the next level of experience. Those who use their powers for evil are punished for their impertinence, losing 5d6 x 1,000 XP for defiling the book. In addition, an evil reader must make an immediate DC 15 Will save or become permanently *confused* as if affected by the *insanity* power. Only *psychic chirurgery* or similarly extreme measures can restore sanity.

The minds of nonpsionic beings are too clouded to benefit from the secrets of this book. To anyone without psionic aptitude, the book's pages appear to contain nothing but elaborate patterns and drawings of mysterious beings. Once it is read, the book vanishes into the Astral Plane to an unknown destination. Even if it is found again, the same character cannot benefit twice from perusing its contents.

Strong telepathy; ML 20th; Weight 3 lb.

Major Artifacts

Major artifacts are unique items—only one of each such item exists. They are difficult to find and dangerous to handle, but once found, are often even more difficult to destroy. A major psionic artifact has only a single, specific means of destruction.

Annulus: This artifact is the ultimate psionic nullifier. Forged to keep enemies of vast psionic power at bay, the *Annulus* is an artifact that any psionic being should fear. It has been forgotten in the modern age, and merely finding it would precipitate a great upheaval across the planes.

The *Annulus* is a 1-foot-diameter ring of silvery material. Tiny slots, antennae, spheres, and other intricate projections decorate the exterior of the hoop; however, two smoothed lengths of the ring provide an adequate surface for grasping the item.

The *Annulus* has several powers, all of which require a wielder to tightly grasp the ring with at least one hand. When it is first grasped, knowledge of the artifact's powers immediately flood the wielder's mind. The wielder can access all powers of the *Annulus* at manifester level 20th.

- The *Annulus* generates a continuous *catapsi* effect within a 100-foot-radius of the wielder (who is unaffected).
- The wielder gains a +4 enhancement bonus on any attempt to resist an effect that deals ability damage.
- Once per day, the wielder can trigger *ultrablast* as a standard action.
- Three times per day, as a standard action, the wielder can trigger an effect similar to *psionic dimensional anchor* that affects all creatures in a 50-foot radius.

The primary power of the *Annulus*, however, is psionic nullification. Once per year, the wielder can trigger this effect as a special action requiring 10 rounds of continuous concentration to complete. The wielder specifies a target or targets within a 100-foot radius, ranging from a specific psionic individual or item to a group of psionic beings that share the same philosophy. The nullification effect is accompanied by blasts of light, heat, and sound from the *Annulus*. Nonpsionic creatures and items are unaffected, as are nontargeted beings, but any psionic target—regardless of any protection it may possess—disintegrates in a terrific explosion. Nothing is left but floating dust.

It is relatively easy to nullify a single target or a small group of targets, but nullifying a more powerful being (such as a demigod or greater entity) or another major artifact taxes the *Annulus* to its limits. If it is used to nullify such a target, the artifact succeeds but is destroyed in the process and cannot be retrieved by any means.

Psicrown of the Crystal Mind: An elaborate crystalline psicrown etched with strange designs, this exceptional psicrown is so invested with power that it is considered an artifact.

The power points in the *Psicrown of the Crystal Mind* can be used to manifest any of the following powers at manifester level 20th (or at the wearer's manifester level if it is higher than 20th).

- *Burst*
- *Catfall*
- *Concealing amorpha, greater*
- *Concussion blast*
- *Daze, psionic*
- *Detect psionics*
- *Dominate, psionic*
- *Far hand*
- *Float*
- *Mindlink*
- *Inertial barrier*
- *Telekinetic force*
- *Telekinetic maneuver*
- *Telekinetic thrust*
- *Teleport, psionic*
- *Thicken skin*
- *True metabolism*

The wearer of the *Psicrown of the Crystal Mind* also gains power resistance equal to 10 + his manifester level.

The *Psicrown of the Crystal Mind* has 1,000 power points when discovered. Anyone who dons the crown instantly knows the number of power points it has at the current time. The crown recharges itself, gaining back 1 power point per day if it currently has fewer than 1,000 points.

As a special one-time use of the psicrown, the wearer can channel all the remaining charges in the psicrown into an uncontrolled burst of energy. The wearer triggers this use as a standard action. All within 20 feet of the wearer take hit points of damage equal to half the power points left in the staff (Reflex DC 18 half). The wearer inhabits a tiny eye of calm at the center of the destruction and is unharmed, but the psicrown is reduced to a burned-out cinder.

CREATING PSIONIC ITEMS

To calculate the costs involved in creating a psionic item, refer to Creating Magic Items. Although that information deals with magic items, the price formulas presented there are identical to those for psionic items.

Creating psionic armor and psionic weapons is almost identical to the requirements for creating magic armor and magic weapons.

Creating Dorjes

To create a dorje, a character needs a small supply of materials, the most obvious being a chunk of crystal or the crystal shards of the dorje to be carved from or assembled. The cost of the materials is subsumed in the cost of creating the dorje— $375 \text{ gp} \times \text{the level of the power} \times \text{the level of the manifester}$. Dorjes are always fully charged (50 charges) when created.

If an augmentable power is incorporated into a dorje at a higher manifester level than the minimum level required to manifest the power, each discharge of the power from the dorje is augmented to the limit of that higher manifester level. Alternatively, if you want to have a higher manifester level in the dorje, you must pay for the dorje as if the power was one level higher for each additional two manifester levels you want.

The creator must know the power or powers to be imprinted in the dorje (or must have the power available in some other form). If manifesting the power would reduce the manifester's experience point total, she pays the cost (multiplied by 50) upon beginning the dorje in addition to the experience point cost for making the dorje itself. The act of working on the dorje costs a number of power points per day equal to the power point cost of the power that is being embedded in the crystal of the dorje.

Crafting a dorje requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Dorje.

Creating Power Stones

To create a power stone, a character needs a supply of incense and fine etching tools, the cost of which is subsumed in the cost of encoding the power stone— $12.5 \text{ gp} \times \text{the level of the power} \times \text{the level of the manifester}$. All materials used to imprint a power stone must be fresh and unused. A character must pay the full cost for encoding each power stone no matter how many times she previously has imprinted the same power.

The creator must know the power or powers to be imprinted in the power stone (or must have the power available in some other form). If manifesting the power would reduce the manifester's experience point total, she pays the cost upon beginning the power stone in addition to the experience point cost for making the power stone itself. The act of encoding triggers the power as if it had been manifested, costing the character an appropriate number of power points.

Encoding a power stone requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Imprint Stone.

Creating Psicrowns

To create a psicrown, a character needs a supply of materials, the most obvious being a circlet, crown, or the pieces of the crown to be assembled. The cost of the materials is subsumed in the cost of creating the psicrown— $375 \text{ gp} \times \text{the level of the highest-level power} \times \text{the level of the manifester} + 75\% \text{ of the value of the next highest-level power} (281.25 \text{ gp} \times \text{the level of the power} \times \text{the level of the manifester}) + \text{one-half of the value of any other powers} (187.5 \text{ gp} \times \text{the level of the power} \times \text{the level of the manifester})$. Psicrowns are always created with full power points.

Alternatively, if you want to have a higher manifester level in the psicrown, you must pay for the psicrown as if the highest-level power is one level higher for each additional two manifester levels you want.

The creator must know the power or powers to be imprinted in the psicrown (or must have the power available in some other form). If any of the powers has an XP cost, the creator must provide XP equal to $50 \times \text{that cost}$. This expense is in addition to the experience point cost for making the psicrown itself. The act of working on a psicrown costs a number of power points per day equal to the cost of manifesting each of the powers associated with the psicrown once per day.

Crafting a psicrown requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Psicrown.

Creating Psionic Tattoos

The creator of a psionic tattoo must have a patch of uncovered skin free of hair and fur, and at least a few containers in which to mix dyes. In addition, he needs special materials, usually to create dyes. The costs for materials and dyes are subsumed in the cost for scribing the psionic tattoo— $25 \text{ gp} \times \text{the level of the power} \times \text{the level of the manifester}$. All ingredients and materials used to scribe a psionic tattoo must be fresh and unused. The character must pay the full cost for scribing each psionic tattoo. (Economies of scale do not apply.)

The user of the psionic tattoo is both the manifester and the target; therefore, powers that target another creature cannot be stored in psionic tattoo form. Powers with a range of personal can be made into psionic tattoos, but they cost double the price of standard psionic tattoos.

The creator must know the power to be placed in the psionic tattoo (or must have the power available in some other form). If manifesting the power would reduce the manifester's XP total, he pays the XP cost upon beginning the scribing in addition to the experience point cost for making the psionic tattoo itself. The act of scribing triggers the power as if it had been manifested, costing the character an appropriate number of power points.

Scribing a psionic tattoo requires one day.

Item Creation Feat Required: Scribe Tattoo.

Creating Universal Items

To create a universal item, a character usually needs some sort of equipment or tools to work on the item. He 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. Universal item costs are difficult to formalize. Refer to Table:

Estimating Magic Item Gold Piece Values and use the given item prices as a guideline. Creating an item costs half the market value listed.

If powers are involved in the prerequisites for making the item, the creator must know the power to be placed in the item (or must have the power available in some other form). Any experience point cost for a prerequisite power is not incurred by the creator of the item. The act of working on the item requires a payment of power points appropriate to the power or powers associated with the item during each day of the item's creation.

Crafting a universal item requires one day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Universal Item.

SPECIAL MATERIALS

In addition to psionic items with imbedded powers, some substances have innate special properties.

Crystal, Deep: Deep crystal is crystal of above-average quality found at the hearts of large veins or deposits of mundane crystal (see below). Deep crystal is renowned for its strength and its psionically resonant nature. Mundane crystal is used for many items of psionic manufacture, such as dorjes, power stones, and psicrystals. Deep crystal is a better grade.

While a weapon made of deep crystal is no different from a mundane crystal weapon for a nonpsionic character, a psionic wielder of a deep crystal weapon can focus psionic power through it, increasing the damage that weapon deals. As a free action that does not provoke attacks of opportunity, the wielder can channel psionic power into a melee weapon or ranged weapon made of deep crystal. For 2 power points, the deep crystal weapon deals an extra 2d6 points of damage. The weapon will stay charged for 1 minute or until it scores its next hit. Bows, crossbows, and slings bestow this power on their ammunition. All missile weapons lose this effect if they miss. However, they may be recovered and charged again.

Any weapon made of deep crystal costs 1,000 gp more than its noncrystal counterpart. Any item could potentially be made out of deep crystal. Because deep crystal armor is considered to be made out of metal, druids cannot wear it.

Deep crystal has 30 hit points per inch of thickness and a hardness of 10.

Crystal, Mundane: Mundane crystal can be used in place of metal in weapons or armor, using a special forging process. The fortified crystal possesses the properties of a similar masterwork steel weapon or armor, except for visual appearance.

Weapons and armor made of mundane crystal cost the same amount to make as their masterwork counterparts. Any item could potentially be made with mundane crystal. Because mundane crystal armor is considered to be made out of metal, druids cannot wear it.

Mundane crystal properly forged has 25 hit points per inch of thickness and a hardness of 8.

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PSIONIC SPELLS

Listed below are arcane and divine spells that interact with psionics as well as a cleric domain, Mind.

BARD SPELLS

2nd-Level Bard Spell

Glossolalia: Cone-shaped shriek distracts smart foes, makes concentrating difficult.

CLERIC SPELLS

3rd-Level Cleric Spell

Telepathic Bond, Lesser: As *telepathic bond*, but you and one other creature.

4th-Level Cleric Spell

Dweomer of Transference: Convert spellcasting into psionic power points.

5th-Level Cleric Spell

Psychic Turmoil: Invisible field leeches psionic power points away.

7th-Level Cleric Spell

Psychic Turmoil, Greater: As *psychic turmoil*, but you gain power points as temporary hp.

8th-Level Cleric Spell

Brain Spider: Listen to thoughts of up to eight other creatures.

MIND DOMAIN

Granted Power: Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks. Gain a +2 bonus on Will saves against enchantment spells and effects.

Mind Domain Spells

1 Comprehend Languages: You understand all spoken and written languages.

2 Detect Thoughts: Allows “listening” to surface thoughts.

3 Telepathic Bond, Lesser: Link with subject within 30 ft. for 10 min./level.

4 Discern Lies: Reveals deliberate falsehoods.

5 Telepathic Bond: Link lets allies communicate.

6 Probe Thoughts: Read subject’s memories, one question/ round.

7 Brain Spider: Eavesdrop on thoughts of up to eight other creatures.

8 Mind Blank: Subject is immune to mental/emotional magic and scrying.

9 Weird: Fearful illusion affects all within 30 ft., either killing or dealing 3d6 damage.

SORCERER/WIZARD SPELLS

3rd-Level Sorcerer/Wizard Spell

Telepathic Bond, Lesser: As *telepathic bond*, but you and one other creature.

4th-Level Sorcerer/Wizard Spell

Dweomer of Transference: Convert spellcasting into psionic power points.

5th-Level Sorcerer/Wizard Spell

Psychic Turmoil: Invisible field leeches psionic power points away.

6th-Level Sorcerer/Wizard Spells

Mental Pinnacle: You gain the mental powers of a psion.

Probe Thoughts: Read subject’s memories, one question/ round.

7th-Level Sorcerer/Wizard Spell

Psychic Turmoil, Greater: As *psychic turmoil*, but you gain power points as temporary hit points.

SPELL DESCRIPTIONS

The following spell descriptions are presented in alphabetical order.

Brain Spider

Divination [Mind-Affecting]

Level: Cleric 8, Mind 7

Components: V, S, M, DF

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Targets: Up to eight living creatures

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

- Individual trains of thought in whatever order you desire.
- Information from all minds about one particular topic, thing, or being, one nugget of information per caster level.
- A study of the thoughts and memories of one creature of the group in detail.

Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a *suggestion* in the mind of any one of the affected creatures. The creature can make another Will saving throw to resist the *suggestion*, using the save DC of the *brain spider* spell. (Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the *suggestion*.) Success on this saving throw does not negate the other effects of the *brain spider* spell for that creature.

You can affect all intelligent beings of your choice within range (up to the limit of eight), beginning with known or named beings. Language is not a barrier, and you need not personally know the beings. The spell cannot reach those who make a successful Will save.

Material Component: A spider of any size or kind. It can be dead, but must still have all eight legs.

Dweomer of Transference

Evocation

Level: Cleric 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing psionic creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With this spell, you form a radiating corona around the head of a psionic ally, then convert some of your spells into psionic power points. When you finish casting *dweomer of transference*, a red-orange glow surrounds the psionic creature's head. For the duration of the spell, any spells cast at the subject don't have their usual effect, instead converting themselves harmlessly into psionic energy that the subject can use as energy for psionic powers. You can cast any spell you like at the subject, even area spells, effect spells, and spells for whom the subject would ordinarily not be a legitimate target. The spells don't do anything other than provide the subject with power points, but you must still cast them normally, obeying the component and range requirements listed in the description of each spell.

For each spell you cast into the *dweomer of transference*, the psionic creature gets temporary power points, according to the following table. The transference isn't perfectly efficient. The temporary power points acquired through a *dweomer of transference* dissipate after 1 hour if they haven't already been spent.

Spell Level	Power Points Acquired
0	0
1st	1

2nd	2
3rd	4
4th	6
5th	8
6th	10
7th	12
8th	14
9th	16

Glossolalia

Evocation [Sonic, Mind-Affecting]

Level: Bard 2

Components: V

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You utter shrieks of nonsense and gibberish that thinking creatures find distracting and confusing. The spell affects only creatures with Intelligence scores of 3 or higher. Any such creatures within the spell's area must succeed on Fortitude saves or be stunned for 1 round (if they have Intelligence scores of 20 or higher), dazed for 1 round (if they have Intelligence scores between 10 and 19), or shaken for 1 round (if they have Intelligence scores between 3 and 9). In addition, a creature within the spell's area loses any psionic focus it might have had and takes a -4 penalty on Concentration checks for 1 round. These effects happen whether or not the creature succeeded on its save.

Mental Pinnacle

Transmutation

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

For a brief time, you achieve the mental dominance of a powerful psion, able to lash out at enemies using only the power of your mind. Your revel in your new mental powers to the point that you disdain using spells, even in the form of effects from magic items. You gain a +4 enhancement bonus to Intelligence and Wisdom, 3 power points per caster level, and access to the following powers.

- Mind Thrust^A: Deal 1d10 damage.
- Ego Whip^A: Deal 1d4 Cha damage and daze for 1 round.
- Psionic Blast^A: Stun creatures in 30-ft. cone for 1 round.
- Id Insinuation: Swift tendrils of thought disrupt and confuse your target.
- Psychic Crush^A: Brutally crush subject's mental essence, reducing subject to -1 hit points.

You manifest the powers as a psion of your caster level does, creating displays as described in each power's description. You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if those spells were no longer on your class list. For the duration of this spell, you use magic items and psionic items as if you were a psion with only the five powers given above on your class list.

Any unspent power points dissipate when the spell ends.

Material Component: A potion of fox's cunning, which you drink (its effect is overridden by the effect of this spell).

Probe Thoughts

Divination [Mind-Affecting]

Level: Mind 6, Wiz/Sor 6

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

All the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You can also probe a sleeping subject, though the subject may make a Will save against the DC of the *probe thoughts* spell to wake after each question. Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

Psychic Turmoil

Abjuration

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 40-ft.-radius emanation centered on a point in space

Duration: 1 round/level

Saving Throw: Will partial; see text

Spell Resistance: Yes

With this spell, you create an invisible field that leeches away the power points of psionic characters standing within the emanation. Nonpsionic characters are unaffected.

When the spell is cast and at the beginning of each of your subsequent turns, psionic creatures within the area of the *psychic turmoil* lose 1 power point per manifester level they have. Characters who succeed on a Will save when they first come into contact with the emanation lose only half as many power points (round down) each round. Characters get only one save attempt against any particular *psychic turmoil* effect, even if they leave the spell's area and later return.

Material Component: Five playing cards, which are torn in half when the spell is cast.

Psychic Turmoil, Greater

Abjuration

Level: Cleric 7, sorcerer/wizard 7

Duration: 1 round/level

As *psychic turmoil*, except you gain 1 temporary hit point for each power point the spell takes from a psionic creature. The temporary hit points last for 1 hour.

Telepathic Bond, Lesser

Divination [Mind-Affecting]

Level: Cleric 3, Mind 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Targets: You and one willing creature within 30 ft.

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You forge a telepathic bond with another creature with an Intelligence score of 6 or higher. The bond can be established only with a willing subject. You can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

EPIC LEVEL BASICS

Epic characters—those whose character level is 21st or higher—are handled slightly differently from nonepic characters. While epic characters continue to receive most of the benefits of gaining levels, some benefits are replaced by alternative gains. A class can be advanced beyond 20th level. A ten-level prestige class can progress beyond 10th level, but only if the character level is already 20th or higher. A class with fewer than ten levels cannot progress beyond the maximum for that class, regardless of character level.

Epic Save Bonus: A character's base save bonus does not increase after character level reaches 20th. However, the character does receive a cumulative +1 epic bonus on all saving throws at every even-numbered level beyond 20th, as shown on Table: Epic Save and Epic Attack Bonuses. Any time a feat, prestige class, or other rule refers to your base save bonus, use the sum of your base save bonus and epic save bonus.

Epic Attack Bonus: Similarly, the character's base attack bonus does not increase after character level reaches 20th. However, the character does receive a cumulative +1 epic bonus on all attacks at every odd-numbered level beyond 20th, as shown on Table: Epic Save and Epic Attack Bonuses. Any time a feat, prestige class, or other rule refers to your base attack bonus, use the sum of your base attack bonus and epic attack bonus.

Class Skill Max Ranks: The maximum number of ranks a character can have in a class skill is equal to his or her character level +3.

Cross-Class Skill Max Ranks: For cross-class skills, the maximum number of ranks is one-half the maximum for a class skill.

Feats: Every character gains one feat (which may be an epic or nonepic feat at the player's choice) at every level divisible by three. These feats are in addition to any bonus feats granted in the class descriptions.

Ability Increases: Upon gaining any level divisible by four, a character increases one of his or her ability scores by 1 point. The player chooses which ability score to improve. For multiclass characters, feats and ability increases are gained according to character level, not class level.

Table: Epic Save and Epic Attack Bonuses

Character Level	Epic Save Bonus	Epic Attack Bonus
21st	+0	+1
22nd	+1	+1
23rd	+1	+2
24th	+2	+2
25th	+2	+3
26th	+3	+3
27th	+3	+4
28th	+4	+4
29th	+4	+5
30th	+5	+5

Although most of the tables only show information up to a certain level (often 30th), that level is by no means the limit of a character's advancement. It can be generally assumed that any patterns on a particular table continue infinitely.

CLASS FEATURES

Many, but not all, class features continue to accumulate after 20th level. The following guidelines describe how the epic class progressions.

- A character's base save bonuses and base attack bonus don't increase after 20th level. Use Table: Epic Save and Epic Attack Bonuses to determine the character's epic bonus on saving throws and attacks.
- Characters continue to gain Hit Dice and skill points as normal beyond 20th level.
- Generally, any class feature that uses class level as part of a mathematical formula continues to increase using the character's class level in the formula. Any prestige class feature that calculates a save DC using the class level should add only half the character's class levels above 10th.

- For spellcasters, caster level continues to increase after 20th level. However, spells per day don't increase after 20th level. The only way to gain additional spells per day (other than the bonus spells gained from a high ability score) is to select the Improved Spell Capacity epic feat.
- The powers of familiars, special mounts, and fiendish servants continue to increase as their masters gain levels.
- Any class features that increase or accumulate as part of a repeated pattern also continues to increase or accumulate after 20th level at the same rate. An exception to this rule is any bonus feat granted as a class feature. If a character gets bonus feats as part of a class feature, these do not increase with epic levels. Instead, these classes get bonus feats at a different rate (described in each epic class description).
- In addition to the class features retained from nonepic levels, each class gains a bonus feat every two, three, four, or five levels after 20th. This augments each class's progression of class features, because not all classes otherwise improve class features after 20th level. A character must select these feats from the list of bonus feats for that class. These bonus feats are in addition to the feat that every character gets every three levels. The character isn't limited to selecting from the class list when selecting these feats.
- Characters don't gain any new class features, because there aren't any new class features described for these levels. Class features with a progression that slows or stops before 20th level and features that have a limited list of options do not improve as a character gains epic levels. Likewise, class features that are gained only at a single level do not improve.

Adding a Second Class

When a single-class epic character gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. The standard rules for multiclass characters still apply, but epic characters must keep in mind the rules for epic advancement. The epic character gains all the 1st-level class skills, weapon proficiency, armor proficiency, spells, and other class features of the new class, as well as a Hit Die of the appropriate type. In addition, the character gets the usual skill points from the new class. Just as with standard multiclassing, adding the second class does not confer some of the benefits for a 1st-level character, including maximum hit points from the first Hit Die, quadruple the per-level skill points, starting equipment, starting gold, or an animal companion. An epic character does not gain the base attack bonuses and base save bonuses normally gained when adding a second class. Instead, an epic character uses the epic attack bonus and epic save bonus progression shown on Table: Epic Save and Epic Attack Bonus.

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EPIC CLASS PROGRESSIONS

EPIC BARBARIAN

Hit Die: d12

Skill Points at Each Additional Level: 4 + Int modifier

Barbarian Rage: The epic barbarian gains one use of rage per day every four levels after 20th.

Trap Sense (Ex): The epic barbarian's bonus increases by +1 every three levels higher than 18th.

Damage Reduction (Ex): The epic barbarian's damage reduction increases by 1 point every three levels higher than 19th.

Bonus Feats: The epic barbarian gains a bonus feat (selected from the list of epic barbarian bonus feats) every four levels higher than 20th.

Epic Barbarian Bonus Feat List: Armor Skin, Chaotic Rage, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Incite Rage, Legendary Climber, Legendary Leaper, Legendary Rider, Legendary Tracker, Legendary Wrestler, Mighty Rage, Overwhelming Critical, Ruinous Rage, Terrifying Rage, Thundering Rage.

Table: The Epic Barbarian

Barbarian

Level	Special
21st	Trap sense +7
22nd	Damage reduction 6/-
23rd	—
24th	Rage 7/day, Trap sense +8, bonus feat
25th	Damage reduction 7/-
26th	—
27th	Trap sense +9
28th	Damage reduction 8/-, Rage 8/day, bonus feat
29th	—
30th	Trap sense +10

EPIC BARD

Hit Die: d6

Skill Points at Each Additional Level: 6 + Int modifier

Spells: The bard's caster level is equal to his or her class level. The bard's number of spells per day does not increase after 20th level. The bard does not learn additional spells unless he or she selects the Spell Knowledge feat.

Bardic Music: The bard gains no new bardic music effects from his or her Perform ranks. However, he or she may select epic feats that grant new bardic music effects

Bardic Knowledge: Add the bard's class level + Intelligence modifier to all bardic knowledge checks, as normal.

Bonus Feats: The epic bard gains a bonus feat (selected from the list of epic bard bonus feats) every three levels after 20th.

Epic Bard Bonus Feat List: Augmented Alchemy, Deafening Song, Epic Inspiration, Epic Leadership, Epic Reputation, Epic Skill Focus, Group Inspiration, Hindering Song, Improved Combat Casting, Improved Metamagic, Improved Spell Capacity, Inspire Excellence, Lasting Inspiration, Master Staff, Master Wand, Music of the Gods, Permanent Emanation, Polyglot, Ranged Inspiration, Rapid Inspiration, Reactive Countersong, Spell Knowledge, Spell Stowaway, Spell Opportunity, Tenacious Magic.

Inspire Courage (Su): The epic bard's bonus when this ability is used increases by +1 every six levels higher than 20th.

Table: The Epic Bard

Bard

Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Inspire Courage +5, Bonus feat
27th	—

28th	—
29th	Bonus feat
30th	—

EPIC CLERIC

Hit Die: d8

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The cleric's caster level is equal to his or her class level. The cleric's number of spells per day does not increase after 20th level

Turn or Rebuke Undead: Use the cleric's class level to determine the most powerful undead affected by a turn or rebuke check and the turning damage, just as normal.

Bonus Feats: The epic cleric gains a bonus feat (selected from the list of epic cleric bonus feats) every three levels after 20th.

Epic Cleric Bonus Feat List: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

Table: The Epic Cleric

Cleric	
Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

EPIC DRUID

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int modifier

Spells: The druid's caster level is equal to his or her class level. The druid's number of spells per day does not increase after 20th level.

Animal Companion: The Druid's animal companion continues to increase in power. Every three levels higher than 20th the animal companion gains 2 bonus hit dice, +1 strength and dexterity, and an additional trick.

Wild Shape: The epic druid can use this ability to take the form of an animal one additional time per day every four levels higher than 18th. The druid's ability to wild shape into an elemental does not improve.

Bonus Feats: The epic druid gains a bonus feat (selected from the list of epic druid bonus feats) every four levels after 20th. *Epic Druid Bonus Feat List:* Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Colossal Wild Shape, Diminutive Wild Shape, Dragon Wild Shape, Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Fast Healing, Fine Wild Shape, Gargantuan Wild Shape, Ignore Material Components, Improved Combat Casting, Improved Elemental Wild Shape, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Magical Beast Companion, Magical Beast Wild Shape, Multi-spell, Perfect Health, Permanent Emanation, Plant Wild Shape, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic, Vermin Wild Shape.

Table: The Epic Druid

Druid	
Level	Special
21st	—
22nd	Wild shape 7/day
23rd	—

24th	Bonus feat
25th	—
26th	<i>Wild shape</i> 8/day
27th	—
28th	Bonus feat
29th	—
30th	<i>Wild shape</i> 9/day

EPIC FIGHTER

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int modifier

Bonus Feats: The epic fighter gains a bonus feat (selected from the list of epic fighter bonus feats) every two levels after 20th.

Epic Fighter Bonus Feat List: Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Energy Resistance, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manyshot, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the fighter may treat any feat designated as a fighter bonus feat, but not listed here, as being on his or her bonus feat list.

Table: The Epic Fighter

Fighter Level	Special
21st	—
22nd	Bonus feat
23rd	—
24th	Bonus feat
25th	—
26th	Bonus feat
27th	—
28th	Bonus feat
29th	—
30th	Bonus feat

EPIC MONK

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int modifier

AC Bonus: The monk's bonus to Armor Class when unarmored increases by +1 every five levels higher than 20th.

Unarmed Strike: The damage for a monk's unarmed strike does not increase after 16th level.

Stunning Attack: If the monk has the Stunning Fist feat use the monk's class level when determining the DC to resist this attack, as normal.

Unarmored Speed Bonus: The epic monk's speed when wearing no armor increases by 10 feet every three levels higher than 18th. The unarmored speed of Small and dwarven monks increases by 5 feet instead of 10 feet.

Ki Strike: The monk's *ki* strike ability does not automatically increase with class level after 16th level.

Wholeness of Body (Su): The epic monk can cure up to twice his or her class level in hit points each day, as normal.

Abundant Step (Su): Use the monk's class level when determining the effective caster level of this ability, as normal.

Diamond Soul (Ex): The epic monk's spell resistance is equal to his or her class level +10, as normal.

Quivering Palm (Su): Use the monk's class level when determining the DC to resist this attack, as normal.

Empty Body (Su): Use the monk's class level when determining the duration of this effect, as normal.

Bonus Feats: The epic monk gains a bonus feat (selected from the list of epic monk bonus feats) every five levels higher than 20th.

Epic Monk Bonus Feat List: Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic Prowess, Epic Speed, Epic Toughness, Exceptional Deflection, Fast Healing, Improved Combat Reflexes, Improved *Ki* Strike, Improved Spell Resistance, Improved Stunning Fist, Infinite Deflection, Keen Strike, Legendary Climber, Legendary Wrestler, Reflect

Arrows, Righteous Strike, Self-Concealment, Shattering Strike, Vorpal Strike.

Table: The Epic Monk

Monk Level	AC Bonus	Unarmored Speed Bonus	Special
21st	+4	+70 ft.	
22nd	+4	+70 ft.	
23rd	+4	+70 ft.	
24th	+4	+80 ft.	
25th	+5	+80 ft.	Bonus feat
26th	+5	+80 ft.	
27th	+5	+90 ft.	
28th	+5	+90 ft.	
29th	+5	+90 ft.	
30th	+6	+100ft.	Bonus feat

EPIC PALADIN

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int modifier

Lay on Hands (Su): Each day a paladin can cure a total number of hit points equal to his or her Charisma bonus (if any) times his or her class level, as normal

Smite Evil (Su): The epic paladin adds his or her class level to damage with any smite evil attack, as normal. He or she can smite one additional time per day for every five levels higher than 20th.

Turn Undead: The paladin turns undead as a cleric of two levels lower, as normal.

Spells: The paladin's caster level is equal to one-half his or her class level, as normal. The paladin's number of spells per day does not increase after 20th level.

Special Mount: The epic paladin's special mount continues to increase in power. Every five levels after 20th the special mount gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1. The mount's spell resistance equals the paladin's class level + 5.

Remove Disease (Sp): The epic paladin can use *remove disease* one additional time per week for every three levels higher than 18th.

Bonus Feats: The epic paladin gains a bonus feat (selected from the list of epic paladin feats) every three levels higher than 20th.

Epic Paladin Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Aura of Courage, Improved Combat Casting, Improved Spell Capacity, Legendary Commander, Legendary Rider, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell, Widen Aura of Courage.

Table: The Epic Paladin

Paladin Level	Special
21st	<i>Remove disease</i> 6/week
22nd	—
23rd	Bonus feat
24th	<i>Remove disease</i> 7/week
25th	Smite evil 6/day
26th	Bonus feat
27th	<i>Remove disease</i> 8/week
28th	—
29th	Bonus feat
30th	<i>Remove disease</i> 9/week

EPIC RANGER

Hit Die: d8

Skill Points at Each Additional Level: 6 + Int modifier

Spells: The ranger's caster level is equal to one-half his or her class level, as normal. The ranger's number of spells per day

does not increase after 20th level.

Favored Enemy (Ex): The epic ranger gains one additional favored enemy, and his or her bonuses against one category of favored enemies goes up by +2, every five levels higher than 20th.

Animal companion: The epic ranger's animal companion continues to increase in power. The ranger's effective druid level is half his or her ranger level.

Bonus Feats: The epic ranger gains a bonus feat (selected from the list of epic ranger feats) every three levels after 20th.

Epic Ranger Bonus Feat List: Bane of Enemies, Blinding Speed, Combat Archery, Death of Enemies, Distant Shot, Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Casting, Improved Favored Enemy, Improved Manyshot, Improved Spell Capacity, Legendary Climber, Legendary Rider, Legendary Tracker, Perfect Health, Perfect Two-Weapon Fighting, Permanent Emanation, Spontaneous Spell, Storm of Throws, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy.

Table: The Epic Ranger

Ranger	
Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	6th favored enemy
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	7th favored enemy

EPIC ROGUE

Hit Die: d6.

Skill Points at Each Additional Level: 8 + Int modifier.

Sneak Attack: The epic rogue's sneak attack damage increases by +1d6 at every odd-numbered level.

Special Abilities: The rogue does not gain additional rogue special abilities after 19th level, but can choose one of the rogue class special abilities (crippling strike, defensive roll, improved evasion, opportunist, skill mastery, or slippery mind) instead of a bonus feat.

Trap Sense (Ex): The epic rogue's bonus increases by +1 every three levels higher than 18th.

Bonus Feats: The epic rogue gains a bonus feat (selected from the list of epic rogue feats) every four levels after 20th.

Epic Rogue Bonus Feat List: Blinding Speed, Combat Archery, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Reputation, Epic Skill Focus, Epic Speed, Improved Combat Reflexes, Improved Sneak Attack, Legendary Climber, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spellcasting Harrier, Superior Initiative, Trap Sense, Uncanny Accuracy. The rogue may choose a special rogue ability instead of a bonus feat.

Table: The Epic Rogue

Rogue	
Level	Special
21st	Sneak attack +11d6 , trap sense +7
22nd	—
23rd	Sneak attack +12d6
24th	Trap sense +8, bonus feat
25th	Sneak attack +13d6
26th	—
27th	Sneak attack +14d6, trap sense +9
28th	Bonus feat
29th	Sneak attack +15d6
30th	Trap sense +10

EPIC SORCERER

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The sorcerer's caster level is equal to his or her class level. The sorcerer's number of spells per day does not increase after 20th level. The sorcerer does not learn additional spells unless he or she selects the Spell Knowledge feat.

Familiar: The sorcerer's familiar continues to increase in power. Every two levels beyond 20th the familiar's natural armor and Intelligence each increase by +1. The familiar's spell resistance is equal to the master's class level + 5. At 21st level and again every ten levels higher than 21st, the familiar gains the benefit of the Familiar Spell epic feat for a spell of its master's choice.

Bonus Feats: The epic sorcerer gains a bonus feat (selected from the list of epic sorcerer bonus feats) every three levels after 20th.

Epic Sorcerer Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity.

Table: The Epic Sorcerer

Sorcerer

Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

EPIC WIZARD

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The wizard's caster level is equal to her class level. The wizard's number of spells per day does not increase after 20th level. Each time the wizard achieves a new level, he or she learns two new spells of any spell levels that he or she can cast (according to his or her new level).

Familiar: The wizard's familiar continues to increase in power. Every two levels beyond 20th the familiar's natural armor and Intelligence each increase by +1. The familiar's spell resistance is equal to the master's class level + 5. At 21st level and again every ten levels higher than 21st, the familiar gains the benefit of the Familiar Spell epic feat for a spell of its master's choice.

Bonus Feats: The epic wizard gains a bonus feat (selected from the list of epic wizard feats) every three levels after 20th.

Epic Wizard Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Penetration Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic. In addition to the feats on this list, the wizard may select any item creation feat or metamagic feat not listed here.

Table: The Epic Wizard

Wizard

Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—

28th	—
29th	Bonus feat
30th	—

FAMILIARS AT EPIC LEVEL

Special abilities granted to a familiar continue to grow as the level of its master increases beyond 20th, as shown on Table: Epic Familiar Special Abilities. Even though the table shows advancement only to 42nd level, that is not the limit. The patterns in the table continue infinitely. Familiar special abilities gained at less than 20th level also continue to improve.

Familiar Spell: The familiar gains the benefit of the Familiar Spell epic feat for the spell its master chooses.

Table: Epic Familiar Special Abilities

Master Class Level	Natural Armor	Int	Special
21st–22nd	+11	16	Familiar Spell
23rd–24th	+12	17	
25th–26th	+13	18	
27th–28th	+14	19	
29th–30th	+15	20	
31st–32nd	+16	21	Familiar Spell
33rd–34th	+17	22	
35th–36th	+18	23	
37th–38th	+19	24	
39th–40th	+20	25	
41st–42nd	+21	26	Familiar Spell

EPIC PSIONIC CLASS PROGRESSIONS

Epic level psionic characters follow the same epic progression as non-psionics epic characters, except as noted below.

- For manifesters, manifester level continues to increase after 20th level. However, a manifeste's power points and powers known at each level do not increase automatically after 20th level.
- The powers of psicrystals that are based on the creator's level continue to increase as their owner gains levels.
- Bonus feats for epic psionic classes can be chosen from among any epic feats for which the character meets the prerequisites or any psionic, metapsionic, or psionic item creation feat, as normal.

NO EPIC BONUS POWER PROGRESSION

Epic psionic characters do not gain additional bonus power points above 20th. They may still gain more power points as their key ability score increases.

Psionic characters can take the Improved Manifestation feat, which grants them additional power points each time they take the feat. Epic manifesters can also take Epic Expanded Knowledge or Power Knowledge, which give them access to additional powers, and Epic Psionic Focus, which allows manifesters to use more than one metapsionic power each time they expend their psionic focus.

EPIC PSION

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: The psion's manifester level is equal to his class level. The psion's base power points do not increase after 20th level. Each time the psion attains a new level, he learns two new powers of any level or levels that he can manifest.

Psicrystal: The epic psion's psicrystal, if he has one, continues to increase in power. At every odd-numbered level higher than 20th (21st, 23rd, and so on) the psicrystal's natural armor bonus and Intelligence each increase by 1. The psicrystal's power resistance is equal to the master's level + 5. At 21st level and again every ten levels higher than 21st, the psicrystal gains the benefit of the Psicrystal Power epic feat for a power of its master's choice.

Bonus Feats: The epic psion gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

Table: The Epic Psion

Psion	
Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	—

PSICRYSTALS AT EPIC LEVEL

Special abilities granted to a psicrystal continue to grow as the level of its master increases beyond 20th, as shown on Table: Epic Psicrystal Special Abilities. Even though the table shows advancement only to 42nd level, that is not the limit. The patterns in the table continue infinitely. Psicrystal special abilities gained at less than 20th level also continue to improve.

Psicrystal Power: The psicrystal gains the benefit of the Psicrystal Power epic feat for the power its master chooses.

Table: Epic Psicrystal Special Abilities

Owner	Natural		
Level	Armor Adj.	Int Adj.	Special
21st–22nd	+10	+10	Psicrystal Power
23rd–24th	+11	+11	
25th–26th	+12	+12	
27th–28th	+13	+13	
29th–30th	+14	+14	
31st–32nd	+15	+15	Psicrystal Power
33rd–34th	+16	+16	
35th–36th	+17	+17	
37th–38th	+18	+18	
39th–40th	+19	+19	
41st–42nd	+20	+20	Psicrystal Power

EPIC PSYCHIC WARRIOR

Hit Die: d8.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: The psychic warrior's manifester level is equal to her class level. The psychic warrior's base power points do not increase after 20th level. The epic psychic warrior gains one new power of any level that she can manifest at every even-numbered level she attains higher than 20th (22nd, 24th, 26th, and so on).

Bonus Feats: The epic psychic warrior gains a bonus feat (selected from the list of epic psychic warrior bonus feats) at 21st level and every three levels thereafter.

Table: The Epic Psychic Warrior

Psychic Warrior	
Level	Special
21st	Bonus feat
22nd	—
23rd	—
24th	Bonus feat
25th	—
26th	—
27th	Bonus feat
28th	—
29th	—
30th	Bonus feat

EPIC SOULKNIFE

Hit Die: d10.

Skill Points at Each Additional Level: 4 + Int modifier.

Mind Blade: At 25th level and every five levels thereafter, the soulknife gains an additional +1 enhancement bonus on attack rolls and damage rolls (+6 at 25th, +7 at 30th, and so on).

Mind Blade Enhancement: The epic soulknife's mind blade gains additional powers as the soulknife gains epic levels. At 22nd level and every four levels thereafter, the soulknife can improve the value of the weapon special abilities on his mind blade by 1 (+5 equivalent bonus at 22nd, +6 at 26th, and so on). As noted in the soulknife class description, reassigning qualities still takes 8 hours of concentration.

Psychic Strike: The epic soulknife's psychic strike progression continues past 20th level, continuing to grant an additional die (d8) of damage every four levels higher than 19th (+6d8 at 23rd, +7d8 at 27th, and so on).

Bonus Feats: The epic soulknife gains a bonus psionic feat every three levels higher than 20th (23rd, 26th, and so on).

Table: The Epic Soulknife

Soulknife Level	Special
21st	—
22nd	Mind blade enhancement +5
23rd	Bonus feat
24th	—
25th	+6 mind blade
26th	Mind blade enhancement +5, bonus feat
27th	—
28th	—
29th	Bonus feat
30th	+7 mind blade

EPIC WILDER

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: The epic wilder's manifester level is equal to her class level. The wilder's power points and powers known do not increase after 20th level (except through the use of epic feats).

Wild Surge: The epic wilder's wild surge continues to increase after 20th level. At 23rd level and every four levels higher than 23rd, the wild surge continues to gain an additional +1 boost to manifester level when used (+7 at 23rd, +8 at 27th, and so on).

Surging Euphoria: The wilder's surging euphoria progression continues past 20th level. At 28th level and every eight levels higher than 28th, the morale bonus on her attack rolls, damage rolls, and saving throws increases by 1 (+4 at 28th, +5 at 36th, and so on).

Volatile Mind: The epic wilder's volatile mind ability continues to increase. At 21st level and every four levels higher than 21st, the penalty assessed against telepathy powers manifested on the wilder is increased by 1 power point (5 points at 21st, 6 points at 25th, and so on).

Table: The Epic Wilder

Wilder Level	Special
21st	Volatile mind (5 power points)
22nd	—
23rd	Wild surge +7
24th	—
25th	Volatile mind (6 power points)
26th	—
27th	Wild surge +8
28th	Surging euphoria +4
29th	Volatile mind (7 power points)
30th	—

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EPIC PRESTIGE CLASS PROGRESSIONS

EPIC ARCANE ARCHER

Hit Die: d8.

Skill Points at Each Additional Level: 4 + Int modifier.

Enchant Arrow: For every two levels beyond 9th, the potency of the arrows fired by the arcane archer increases by +1.

Hail of Arrows: In lieu of his or her regular attacks, once per day the arcane archer can fire an arrow at each and every target within range, with a maximum number of targets equal to his or her arcane archer class level, as normal.

Bonus Feats: The arcane archer gains a bonus feat (selected from the list of epic arcane archer feats) every four levels after 10th.

Epic Arcane Archer Bonus Feat List: Blinding Speed, Combat Archery, Distant Shot, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus (any bow other than a crossbow), Improved Arrow of Death, Improved Combat Casting, Improved Low-Light Vision, Improved Manyshot, Swarm of Arrows, Uncanny Accuracy.

Table: The Epic Arcane Archer

Level	Special
11th	Enchant arrow +6
12th	—
13th	Enchant arrow +7
14th	Bonus feat
15th	Enchant arrow +8
16th	—
17th	Enchant arrow +9
18th	Bonus feat
19th	Enchant arrow +10
20th	—

EPIC ARCANE TRICKSTER

Hit Die: d4

Skill Points at Each Additional Level: 4 + Int modifier

Spells: The epic arcane trickster's caster level increases by 1 per level gained above 10th. The epic arcane trickster continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the arcane trickster belonged before adding the prestige class.

Sneak Attack: The epic arcane trickster's sneak attack damage increases by +1d6 every 2 levels above 10th.

Impromptu Sneak Attack: The arcane trickster may use this ability one additional time per day for every 4 levels above 7th.

Ranged Legerdemain: The arcane trickster may use this ability one additional time per day for every 4 levels above 9th.

Bonus Feats: The epic arcane trickster gains a bonus feat selected from the list of epic arcane trickster feats) every 4 levels after 10th.

Epic Arcane Trickster Bonus Feat List: Automatic Silent Spell, Automatic Still Spell, Blinding Speed, Epic Skill Focus, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spell Knowledge, Spell Opportunity, Spell Stowaway.

Table: Epic Arcane Trickster

Level	Special
11th	Impromptu sneak attack 3/day
12th	Sneak attack +8d6
13th	Ranged legerdemain 4/day
14th	Sneak attack +9d6
15th	Impromptu sneak attack 4/day
16th	Sneak attack +10d6
17th	Ranged legerdemain 5/day
18th	Sneak attack +11d6
19th	Impromptu sneak attack 5/day
20th	Sneak attack +12d6

EPIC ASSASSIN

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Sneak Attack: The epic assassin's sneak attack damage increases by +1d6 every two levels after 9th.

Death Attack: The assassin counts only half his or her class levels beyond 10th when determining the DC to resist this attack.

Spells: The assassin's caster level is equal to his or her class level. The assassin's number of spells per day does not increase after 10th level.

Uncanny Dodge: The assassin's uncanny dodge bonus on saves against traps doesn't increase after 10th level.

Saving Throw Bonus against Poison: The assassin's bonus on saves against poison increases by +1 every two levels after 10th.

Bonus Feats: The epic assassin gains a bonus feat (selected from the list of epic assassin feats) every four levels after 10th.

Epic Assassin Bonus Feat List: Dexterous Fortitude, Dexterous Will, Improved Combat Casting, Improved Death Attack, Improved Sneak Attack, Improved Spell Capacity, Legendary Tracker, Lingering Damage, Sneak Attack of Opportunity, Spell Knowledge, Spontaneous Spell, Superior Initiative, Tenacious Magic, Uncanny Accuracy.

Table: The Epic Assassin

Level	Special
11th	Sneak attack +6d6
12th	+6 save against poison
13th	Sneak attack +7d6
14th	+7 save against poison, bonus feat
15th	Sneak attack +8d6
16th	+8 save against poison
17th	Sneak attack +9d6
18th	+9 save against poison, bonus feat
19th	Sneak attack +10d6
20th	+10 save against poison

EPIC BLACKGUARD

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Spells: The blackguard's caster level is equal to his or her class level. The blackguard's number of spells per day does not increase after 10th level.

Smite Good: The epic blackguard gains one additional daily use of smite good every 5 levels after 10th. The epic blackguard adds his or her class level to damage with any smite good attack, as normal.

Command Undead: The blackguard commands undead as a cleric of two levels lower, as normal.

Sneak Attack: The epic blackguard's sneak attack damage increases by +1d6 every three levels after 10th.

Fiendish Servant: Up to 20th character level, a fiendish servant's powers depend on its master's character level, not his or her blackguard class level. After that, they depend on his or her blackguard level. For every five blackguard levels above 10th the fiendish servant gains +2 bonus Hit Dice, its natural armor increases by +2, and its Strength and Intelligence each increase by +1.

Fallen Paladins: A blackguard who trades in more than ten levels of paladin can gain more than ten levels of blackguard, but only if his character level is 21st or higher.

Bonus Feats: The epic blackguard gains a bonus feat (selected from the list of epic blackguard feats) every three levels after 10th.

Epic Blackguard Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smashing, Improved Aura of Despair, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Legendary Commander, Legendary Rider, Lingering Damage, Negative Energy Burst, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Spontaneous Spell, Undead Mastery, Unholy Strike, Widen Aura of Despair, Zone of Animation.

Table: The Epic Blackguard

Level	Special
11th	—
12th	—

13th	Sneak attack +4d6, bonus feat
14th	—
15th	Smite good 4/day
16th	Sneak attack +5d6, bonus feat
17th	—
18th	—
19th	Sneak attack +6d6, bonus feat
20th	Smite good 5/day

EPIC DRAGON DISCIPLE

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Natural Armor: At 13th level, and every 3 levels thereafter, the dragon disciple's natural armor bonus increases by +1 (to +5 at 13th, +6 at 16th, and so on).

Breath Weapon: At 13th level, and every 4 levels thereafter, the damage dealt by the epic dragon disciple's breath weapon increases by 2d8.

Bonus Feats: The epic dragon disciple gains a bonus feat (selected from the list of epic dragon disciple feats) every 4 levels after 10th.

Epic Dragon Disciple Bonus Feat List: Armor Skin, Damage Reduction, Epic Prowess, Epic Skill Focus (Knowledge [arcana]), Epic Toughness, Extended Life Span, Flyby Attack†, Great Charisma, Great Constitution, Great Strength, Hover†, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Improved Spell Resistance, Snatch†, Spell Knowledge, Wingover†.

†Non-epic feat. Treat the dragon disciple's age category as one-half his class level for the purpose of the Hover feat.

Table: Epic Dragon Disciple

Level	Special
11th	—
12th	—
13th	Breath weapon (8d8), natural armor +5
14th	Bonus feat
15th	—
16th	Natural armor +6
17th	Breath weapon (10d8)
18th	Bonus feat
19th	Natural armor +7
20th	—

EPIC DUELIST

Hit Die: d10

Skill Points at Each Additional Level: 4 + Int modifier

Precise Strike: Every five levels above 10th, the extra damage inflicted by the epic duelist's precise strike increases by +1d6.

Bonus Feats: The epic duelist gains a bonus feat (selected from the list of epic duelist feats) every 3 levels after 10th.

Epic Duelist Bonus Feat List: Blinding Speed, Epic Prowess, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Weapon Focus (rapier), Exceptional Deflection*, Improved Combat Reflexes, Improved Whirlwind Attack, Infinite Deflection*, Perfect Two-Weapon Fighting, Superior Initiative, Two-Weapon Rend.

*The epic duelist need not have Improved Unarmed Strike to qualify for these feats, but in that case must be using a light or one-handed piercing weapon.

Table: Epic Duelist

Level	Special
11th	—
12th	—
13th	Bonus feat
14th	—
15th	Precise strike +3d6
16th	Bonus feat
17th	—
18th	—

19th	Bonus feat
20th	Precise strike +4d6

EPIC DWARVEN DEFENDER

Hit Die: d12.

Skill Points at Each Additional Level: 2 + Int modifier.

Defensive Stance: The epic dwarven defender gains one additional defensive stance per day every two levels above 9th.

Defensive Awareness: The dwarven defender's defensive awareness bonus on saves against traps doesn't increase after 10th level.

Damage Reduction: The epic dwarven defender's damage reduction increases by 3 points every four levels above 10th.

Trap Sense (Ex): The epic dwarven defender's bonus increases by +1 every four levels higher than 8th.

Bonus Feats: The epic dwarven defender gains a bonus feat (selected from the list of epic dwarven defender feats) every five levels after 10th.

Epic Dwarven Defender Bonus Feat List: Armor Skin, Bulwark of Defense, Damage Reduction, Devastating Critical, Energy Resistance, Epic Endurance, Epic Prowess, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Reflexes, Improved Dark-vision, Instant Reload, Mobile Defense, Overwhelming Critical, Perfect Health, Spellcasting Harrier.

Table: The Epic Dwarven Defender

Level	Special
11th	Defensive stance 6/day
12th	Trap sense +3
13th	Defensive stance 7/day
14th	Damage reduction 9/—
15th	Bonus feat, defensive stance 8/day
16th	Trap sense +4
17th	Defensive stance 9/day
18th	Damage reduction 12/—
19th	Defensive stance 10/day
20th	Bonus feat, trap sense +5

EPIC ELDRITCH KNIGHT

Hit Die: d6

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic eldritch knight's caster level increases by 1 per level gained above 10th. The epic eldritch knight continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the arcane spellcasting class to which the eldritch knight belonged before adding the prestige class.

Bonus Feats: The epic eldritch knight gains a bonus feat (selected from the list of epic eldritch knight feats) every 4 levels after 10th.

Epic Eldritch Knight Bonus Feat List: Armor Skin, Automatic Still Spell, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Enhance Spell, Epic Prowess, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Epic Weapon Focus, Ignore Material Components, Improved Combat Casting, Improved Combat Reflexes, Improved Manyshot, Improved Spell Capacity, Improved Whirlwind Attack, Instant Reload, Legendary Rider, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spellcasting Harrier, Spontaneous Spell, Storm of Throws, Superior Initiative, Swarm of Arrows, Tenacious Magic, Two-Weapon Rend, Uncanny Accuracy.

Table: Epic Eldritch Knight

Level	Special
11th	—
12th	—
13th	—
14th	Bonus feat
15th	—
16th	—
17th	—
18th	Bonus feat
19th	—

EPIC HORIZON WALKER

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int modifier

Improved Terrain Mastery: The epic horizon walker may select one of the terrains already in her terrain mastery repertoire. The insight bonus on attack and damage rolls against creatures of that terrain increases by +1. The maximum insight bonus for any one terrain is equal to the epic horizon walker's class level divided by 10, rounded up.

Bonus Feats: The epic horizon walker gains a bonus feat (selected from the list of epic horizon walker feats) every 4 levels after 10th.

Epic Horizon Walker Bonus Feat List: Armor Skin, Blinding Speed, Energy Resistance, Epic Endurance, Epic Prowess, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Toughness, Extended Life Span, Legendary Climber, Perfect Health, Polyglot.

Table: Epic Horizon Walker

Level	Special
11th	Improved Terrain Mastery
12th	Improved Terrain Mastery
13th	Improved Terrain Mastery
14th	Bonus feat, improved Terrain Mastery
15th	Improved Terrain Mastery
16th	Improved Terrain Mastery
17th	Improved Terrain Mastery
18th	Bonus feat, improved Terrain Mastery
19th	Improved Terrain Mastery
20th	Improved Terrain Mastery

EPIC LOREMASTER

Hit Die: d4.

Skill Points at Each Additional Level: 4 + Int modifier.

Spells: The epic loremaster's caster level increases by 1 per level gained above 10th. The epic loremaster continues to gain new spells per day (and spells known, if applicable) at each new level, up to the maximum spells per day and spells known of the spellcasting class to which the loremaster belonged before adding the prestige class.

Secret: The loremaster doesn't gain additional secrets after 10th level, because there is a limit to the number of secrets that can be gained, but the character can choose a lore-master secret instead of a bonus feat. Remember that a character can't select the same secret twice.

Lore: Add the loremaster's class level + Intelligence modifier to all lore checks, as normal.

Bonus Feats: The epic loremaster gains a bonus feat (selected from the list of epic loremaster feats) every three levels after 10th.

Epic Loremaster Bonus Feat List: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Polyglot, Scribe Epic Scroll, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic. In addition to the feats on this list, the loremaster can select a loremaster secret instead of a bonus feat.

Table: The Epic Loremaster

Level	Special
11th	—
12th	—
13th	Bonus feat
14th	—
15th	—
16th	Bonus feat
17th	—
18th	—
19th	Bonus feat

EPIC MYSTIC THEURGE

Hit Die: d4

Skill Points at Each Additional Level: 2 + Int modifier

Spells: When an odd-numbered mystic theurge level above 10th is gained she gains new spells per day (and spells known, if applicable), as if she had gained a level in an arcane spellcasting class she belonged to previously, up to the maximum spells per day and spells known by that class. Her caster level in that class also increases by +1. When an even-numbered mystic theurge level above 10th is gained she gains new spells per day (and spells known, if applicable), as if she had gained a level in a divine spellcasting class she belonged to previously, up to the maximum spells per day and spells known by that class. Her caster level in that class also increases by +1.

Bonus Feats: The epic mystic theurge gains a bonus feat (selected from the list of epic mystic theurge feats) every 6 levels after 10th.

Epic Mystic Theurge Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

Table: Epic Mystic Theurge

Level	Special
11th	—
12th	—
13th	—
14th	—
15th	—
16th	Bonus feat
17th	—
18th	—
19th	—
20th	—

EPIC SHADOWDANCER

Hit Die: d8.

Skill Points at Each Additional Level: 6 + Int modifier.

Summon Shadow: Every third level gained after 9th adds +2 HD (and the requisite base attack and base save bonus increases) to the shadowdancer's shadow companion.

Shadow Jump: The total distance of a shadowdancer's shadow jump doubles every two levels after 10th.

Bonus Feats: The epic shadowdancer gains a bonus feat (selected from the list of epic shadowdancer feats) every three levels after 20th.

Epic Shadowdancer Bonus Feat List: Blinding Speed, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Skill Focus, Epic Speed, Exceptional Deflection, Improved Combat Reflexes, Improved Darkvision, Improved Whirlwind Attack, Infinite Deflection, Legendary Leaper, Reflect Arrows, Self-Concealment, Spellcasting Harrier, Superior Initiative.

Table: The Epic Shadowdancer

Level	Special
11th	—
12th	Summon shadow (four of 8 HD each), shadow jump (320 ft.)
13th	Bonus feat
14th	Shadow jump (640 ft.)
15th	Summon shadow (five of 10 HD each)
16th	Shadow jump (1,280 ft.), bonus feat
17th	—
18th	Summon shadow (six of 12 HD each), shadow jump (2,560 ft.)
19th	Bonus feat
20th	Shadow jump (5,120 ft.)

EPIC PRESTIGE CLASSES

These are classes that characters cannot pursue until they have already become epic characters in some other fashion. Characters add levels of epic prestige classes using the same rules as when multiclassing into a new character class at epic levels. As with other epic classes, a character can take as many levels in an epic prestige class as he or she desires.

AGENT RETRIEVER

Hit Die: d6.

Requirements

To qualify to become an agent retriever, a character must fulfill all the following criteria.

Alignment: Any lawful.

Skills: Gather Information 24 ranks, Knowledge (the planes) 15 ranks.

Feats: Track.

Class Skills

The agent retriever's class skills (and the key ability for each skill) are Appraise (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (the planes) (Int), Listen (Wis), Search (Int), and Spot (Wis), Survival (Wis).

Skill Points at Each Level: 6 + Int modifier.

Table: The Agent Retriever

Level	Special	Spells per Day
1st	<i>Uncanny location</i> , tracking bonus +10	+1 level of existing class
2nd	<i>Plane shift</i> 1/day	+1 level of existing class
3rd	<i>Force sphere</i> 1/day	+1 level of existing class
4th	<i>Ethereal jaunt</i> 1/day	+1 level of existing class
5th	Bonus feat	+1 level of existing class
6th	Tracking bonus +20	+1 level of existing class
7th	<i>Plane shift</i> 2/day	+1 level of existing class
8th	<i>Force sphere</i> 2/day	+1 level of existing class
9th	<i>Ethereal jaunt</i> 2/day	+1 level of existing class
10th	Bonus feat	+1 level of existing class

Class Features

The following are class features of the agent retriever prestige class.

Weapon and Armor Proficiency: An agent retriever gains no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: At each agent retriever level, the character gains new spells per day (and spells known, if applicable) as if he or she had also gained a level in a spellcasting class to which he or she belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. He or she does not, however, gain any other benefit a character of that class would have gained. If the character had more than one spellcasting class before becoming an agent retriever, the player must decide to which class to add the new level for the purpose of determining spells per day.

Uncanny Location (Sp): When an agent retriever spends one day attuning him or herself to a person or object he or she is seeking, he or she automatically determines that person's or item's location as the *discern location* spell. Once he or she has established a sense of the location, the agent retriever can maintain this uncanny link even if the target moves, but only so long as he or she hunts down this person or item to the exclusion of all other pursuits. If he or she ever turns aside to undertake a second pursuit, the *uncanny location* ends, and the agent retriever must spend another day to reattune him or herself to the target.

Tracking Bonus (Ex): The agent retriever gains a +10 insight bonus on Wilderness Lore checks to track the quarry. This bonus increases by +10 every five levels thereafter.

Plane Shift (Sp): The agent retriever can use *plane shift* as a 14th-level caster once per day starting at 2nd level, plus one additional time per day every five levels thereafter.

Force Sphere (Sp): The agent retriever gains the ability to call forth a *force sphere*. The agent retriever can attempt to enclose any creature or object he or she can see within 30 feet. The target is allowed a Reflex saving throw (DC 20 + 1/2 the class level of the agent retriever + the agent retriever's Dexterity modifier). Those who fail are then encapsulated in a sphere

of force with a radius of up to 50 feet (the sphere is only as large as it needs to be, up to its maximum radius). Those trapped inside cannot escape except with methods that can bypass or destroy a *wall of force*. The sphere persists as long as the agent retriever desires, up to a maximum of seven days. A captured target does not count toward the capacity of the agent retriever's *plane shift* ability, and the agent retriever can plane shift with the target despite the presence of the *force sphere*. The agent retriever can use this power once per day at 3rd level, plus one additional time per day every five levels thereafter.

Ethereal Jaunt (Sp): The agent retriever can use *ethereal jaunt* as a 14th-level caster once per day at 4th level, plus one additional time per day every five levels thereafter.

Bonus Feats: The agent retriever gets a bonus feat at 5th level and an additional bonus feat every five levels thereafter. These bonus feats must be selected from the following list: Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Casting, Improved Spell Capacity, Legendary Climber, Legendary Rider, Legendary Tracker, Perfect Health, Permanent Emanation, Spontaneous Spell, Storm of Throws, Swarm of Arrows, and Uncanny Accuracy.

COSMIC DESCRYER

Hit Die: d4.

Requirements

To qualify to become a cosmic descryer, a character must fulfill all the following criteria.

Skills: Knowledge (the planes) 24 ranks.

Feats: Spell Focus (Conjuration).

Epic Feats: Energy Resistance.

Spells: Ability to cast *gate* plus any *planar ally* or *planar binding* spell.

Special: Must have previously traveled to any other plane of existence.

Class Skills

The cosmic descryer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The Cosmic Descryer

Level	Special	Spells per Day
1st	Superior planar summoning (+4 HD)	
2nd	Naturalization (1 plane)	+1 level of existing class
3rd	Enduring gate (1 day)	
4th	Naturalization (2 planes)	+1 level of existing class
5th	Bonus feat, superior planar summoning (+8 HD)	
6th	Naturalization (3 planes), enduring gate (2 days)	+1 level of existing class
7th	Cosmic connection 1/day	
8th	Naturalization (4 planes)	+1 level of existing class
9th	Superior planar summoning (+12 HD), enduring gate (3 days)	
10th	Naturalization (5 planes), bonus feat	+1 level of existing class

Class Features

The following are class features of the cosmic descryer prestige class.

Weapon and Armor Proficiency: A cosmic descryer gains no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: At every other cosmic descryer level, the character gains new spells per day (and spells known, if applicable) as if he or she had also gained a level in a spellcasting class to which he or she belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. He or she does not, however, gain any other benefit a character of that class would have gained. If the character had more than one spellcasting class before becoming a cosmic descryer, the player must decide to which class to add the new level for the purpose of determining spells per day.

Superior Planar Summoning (Ex): Beginning at 1st level, the cosmic descryer can increase the power of any of the following spells—*elemental swarm*, *gate*, *greater planar ally*, *greater planar binding*, *summon monster IX*, or *summon nature's ally IX*—to affect or summon outsiders of 4 Hit Dice higher than the spell's normal limit or conjure creatures with 4 Hit Dice of advancement. Every four levels thereafter, the cosmic descryer can increase the number of extra Hit Dice by 4.

Naturalization (Ex): Starting at 2nd level, the cosmic descryer develops a natural affinity for one plane that he or she has visited, becoming resistant to any spells and spell-like effects that would normally affect any creature not native to that plane. Every two levels thereafter, the cosmic descryer gains naturalization to one additional plane.

Enduring Gate (Su): Starting at 3rd level, as a full-round action, the cosmic descreyer can make any casting of the *gate* spell remain for a full day, rather than disappearing after 1 round per caster level. Every three levels thereafter, the cosmic descreyer can increase the duration of *gate* by one additional day.

Bonus Feat (Ex): The cosmic descreyer gains a bonus feat at 5th level and an additional bonus feat every five levels thereafter. These bonus feats must be selected from the following list: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

Cosmic Connection (Su): At 7th level, the cosmic descreyer may join with the massive energy of the multiverse once per day, plus one additional time per day every five levels thereafter. The cosmic descreyer can remain connected for a number of minutes equal to his or her class level. While connected, the character is immune to critical hits, is a native on any plane he or she visits, and can use *dimension door* at will as a 20th-level caster. The cosmic descreyer can draw off excess energy from the multiverse itself to increase his or her effective caster level or enhance any attack roll, saving throw, skill check, or ability check. Drawing off excess energy from the multiverse is dangerous, and it deals the cosmic descreyer 5 points of damage for each +1 bonus applied to a single roll or +1 caster level on a single spell.

DIVINE EMISSARY

Hit Die: d10.

Requirements

To become a divine emissary, the character must fulfill all the following criteria.

Base Attack Bonus: +23.

Feats: Weapon Focus (deity's favored weapon).

Epic Feat: Great Smiting.

Skills: Knowledge (religion) 10 ranks.

Special: Must have a patron deity. Furthermore, the potential divine emissary must complete some quest that furthers his or her deity's goals so much that it impresses the deity.

Class Skills

The divine emissary's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Table : The Divine Emissary

Level	Special
1st	<i>Divine inspiration</i> 1/day, granted domain
2nd	Extra smite 2/day
3rd	<i>Greater planar ally</i> 1/day
4th	<i>Divine inspiration</i> 2/day
5th	Extra smite 3/day
6th	Bonus feat
7th	<i>Divine inspiration</i> 3/day
8th	Extra smite 4/day
9th	<i>Divine hand</i> 1/day
10th	<i>Divine inspiration</i> 4/day

Class Features

All the following are features of the divine emissary prestige class.

Spells per Day/Spells Known: At each divine emissary level, the character gains new spells per day (and spells known, if applicable) as if he or she had also gained a level in a spellcasting class to which he or she belonged before adding the prestige class level. If already an epic spell-caster, the character gains only the benefit noted under the Spells entry for that epic class. He or she does not, however, gain any other benefit a character of that class would have gained. If the character had more than one spellcasting class before becoming a divine emissary, the player must decide to which class to add the new level for the purpose of determining spells per day.

Special Mount: If he or she has one, the divine emissary's special mount continues to increase in power. Every five levels

after 1st, the special mount gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1. The mount's spell resistance equals the divine emissary's class level + the class level that provided the special mount + 5.

Granted Domain (Ex): A divine emissary gains access to one of his or her deity's domains, as well as the granted power of that domain. The extra domain expands a paladin's selection of spells, but he or she does not gain the ability to cast higher-level spells than he or she otherwise could. Clerics gain an additional domain but otherwise use the rules for preparing spells from their domains normally.

Divine Inspiration (Sp): A divine emissary gains a +2 luck bonus on his or her attack and damage rolls for 10 rounds, once per day at 1st level, plus one additional time per day every three levels thereafter.

Extra Smite (Su): A divine emissary can use his or her smite ability two extra times per day, plus one additional time per day every three levels thereafter. To determine the damage with any smite attack, a divine emissary adds together his or her divine emissary levels and class levels that originally conferred the smite ability.

Greater Planar Ally (Sp): The emissary can call a *greater planar ally* (as the spell) once per day at 3rd level, plus one additional time per day every ten levels thereafter. The ally does not request a return favor when a divine emissary uses this ability.

Bonus Feats: The divine emissary gains a bonus feat at 6th level and an additional bonus feat every ten levels thereafter. These bonus feats must be selected from the following list: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Aura of Courage, Improved Combat Casting, Improved Spell Capacity, Legendary Commander, Legendary Rider, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell, Widen Aura of Courage.

Divine Hand (Su): As a free action, the emissary gains a +20 sacred (or profane if appropriate) bonus on his next melee or ranged attack roll, as long as the attack is made with the deity's favored weapon. The emissary can use divine hand once per day at 9th level, plus one additional time per day every ten levels thereafter.

EPIC INFILTRATOR

Hit Die: d6.

Requirements

To qualify to become an epic infiltrator, a character must fulfill all the following criteria.

Alignment: Any nonchaotic.

Skills: Bluff 24 ranks, Diplomacy 10 ranks, Disguise 24 ranks, Spot 10 ranks.

Feats: Alertness.

Epic Feat: Polyglot.

Special: Must have successfully spent one month using the Disguise skill to pose as someone else.

Class Skills

The epic infiltrator's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at Each Level: 8 + Int modifier.

Table: The Epic Infiltrator

Level	Special
1st	Improved cover identity (3), sneak attack +1d6
2nd	Specialist training
3rd	Read thoughts 1/day, <i>mind blank</i> 1/day
4th	Far senses 1/day, sneak attack +2d6
5th	Specialist training, improved cover identity (4)
6th	Far senses 2/day
7th	Read thoughts 2/day, sneak attack +3d6
8th	Far senses 3/day, specialist training
9th	Improved cover identity (5)
10th	Far senses 4/day, sneak attack +4d6

Class Features

The following are class features of the epic infiltrator prestige class.

Weapon and Armor Proficiency: An epic infiltrator is proficient with all simple and martial weapons, all armor, and shields.

Improved Cover Identity (Ex/Su): At 1st level, an epic infiltrator establishes three specific cover identities, plus one

additional cover identity every four levels thereafter. While operating in a cover identity, the epic infiltrator gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks. When the epic infiltrator has the option of adding a new cover identity, he or she may instead work on further perfecting a cover identity already possessed. An improved cover identity grants a +6 circumstance bonus on Disguise checks and a +4 circumstance bonus on Bluff and Gather Information checks while operating in that identity. A specific cover identity may be improved multiple times, each time adding +2 to the bonuses. It is impossible to detect the epic infiltrator's alignment with any form of divination. This ability functions exactly like an *undetectable alignment* spell, except that it is always active as a supernatural ability. Only divinations are confounded; spells that function only against certain alignments affect the epic infiltrator normally. Should the epic infiltrator wish to "retire" a cover identity and develop a new one, he or she must spend one week practicing the new identity before he or she earns the bonuses. Cover identities do not in themselves provide the epic infiltrator with additional skills, proficiencies, or class features that others might expect of the pretended professions. The epic infiltrator can switch cover identities or don a disguise using the Disguise skill in 1d3 minutes. He or she can also put on or take off armor in one-half the normal time.

Sneak Attack: If an epic infiltrator can catch an opponent when the opponent is unable to defend effectively from his or her attack, he or she can strike a vital spot for extra damage. Any time the epic infiltrator's target would be denied his or her Dexterity bonus to AC (whether he or she actually has a Dexterity bonus or not), the epic infiltrator's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every three levels. Should the epic infiltrator score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is 30 feet away or less. With a sap or an unarmed strike, the epic infiltrator can make a sneak attack that deals subdual damage instead of normal damage. He or she cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty. An epic infiltrator can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the epic infiltrator must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The epic infiltrator cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach. If an epic infiltrator gets a sneak attack bonus from another source, the bonuses to damage stack.

Specialist Training (Ex): At 2nd level, the epic infiltrator gains the benefit of focusing his or her craft on a particular type of work, specializing in one of the following categories and receiving a +3 bonus on all checks with the listed skills. Every three levels thereafter, the epic infiltrator gains specialist training again. He or she may select the same category more than once.
Concealment: Bluff, Disguise, and Forgery.

Subterfuge: Hide, Move Silently, Open Lock, and Pick Pocket.

Espionage: Listen, Search, and Spot.

Interaction: Diplomacy, Gather Information, Intimidate, and Sense Motive.

Read Thoughts (Su): Beginning at 3rd level, the epic infiltrator can *detect thoughts* as the spell cast by a 15th-level caster, except that it targets a single mind. Every four levels thereafter, the epic infiltrator can perform this ability one additional time per day.

Far Senses (Su): Starting at 4th level, the epic infiltrator can extend his or her vision or hearing into an area beyond his or her normal range, once per day, to a distance of 20 feet plus an additional 20 feet per epic infiltrator level. The epic infiltrator must have personally visited the physical location earlier to use far senses on it. Barriers do not impede far senses, and low-light vision or darkvision function normally if the epic infiltrator has one or both of those abilities. Far senses can also apply to the epic infiltrator's read thoughts ability. Every two levels beyond 4th the epic infiltrator can perform this ability one additional time per day. This ability functions as the *clairaudience/clairvoyance* spell cast by a 15th-level caster, except for the limit on range, the need to know the locale beforehand, and the ability to use the read thoughts ability.

Mind Blank (Sp): At 3rd level, the epic infiltrator can become immune to all mind-affecting spells and divinations once per day, plus one additional time per day every eight levels thereafter. This ability works as the *mind blank* spell cast by a 15th-level caster.

GUARDIAN PARAMOUNT

Hit Die: d10.

Requirements

To qualify to become a guardian paramount, a character must fulfill all the following criteria.

Base Attack Bonus: +15.

Skills: Spot 13 ranks.

Feats: Alertness, Lightning Reflexes.

Epic Feats: Blinding Speed, Superior Initiative.

Special: Uncanny dodge, evasion.

Class Skills

The guardian paramount's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Table: The Guardian Paramount

Level	Special
1st	Bonus feat, uncanny dodge enabler 3/day
2nd	Evasive preceptor 1/day
3rd	<i>Protective aura</i> 1/day
4th	Bonus feat, uncanny dodge enabler 4/day
5th	Adjust probability 2/day, evasive preceptor 2/day
6th	<i>Call back</i> 1/day, <i>protective aura</i> 2/day
7th	Bonus feat, uncanny dodge enabler 5/day
8th	Evasive preceptor 3/day, adjust probability 3/day
9th	<i>Protective aura</i> 3/day
10th	Bonus feat, uncanny dodge enabler 6/day

Class Features

The following are class features of the guardian paramount prestige class.

Weapon and Armor Proficiency: A guardian paramount is proficient with all simple and martial weapons, all armor, and shields.

Bonus Feats: The guardian paramount gets a bonus feat at 1st level and an additional bonus feat every three levels thereafter. These bonus feats must be selected from the following list: Bulwark of Defense, Combat Archery, Damage Reduction, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Fortitude, Epic Reflexes, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Toughness, Epic Trapfinding, Epic Will, Exceptional Deflection, Fast Healing, Great Dexterity, Improved Combat Reflexes, Improved Sneak Attack, Improved Spell Resistance, Infinite Deflection, Legendary Climber, Lingering Damage, Mobile Defense, Perfect Health, Reflect Arrows, Self-Concealment, Sneak Attack of Opportunity, Spellcasting Harrier, and Uncanny Accuracy.

Uncanny Dodge Enabler (Ex): The guardian paramount must have the uncanny dodge class feature to qualify for the prestige class, so at a minimum the guardian paramount has the extraordinary ability to retain his or her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. It is possible that the character has higher-level aspects of the uncanny dodge ability. Whatever the level of uncanny dodge attained by the character, the guardian paramount can extend the features of his or her uncanny dodge ability to include any one creature he or she designates within 5 feet of him or her (he or she can designate a creature or change designations as a free action once per round). The guardian paramount can extend his or her uncanny dodge ability three times per day at 1st level, plus one additional time per day every three levels thereafter.

Evasive Preceptor (Ex): The guardian paramount must have the evasion class feature, which allows the character to take no damage from an area attack with a successful Reflex save. He or she may also have improved evasion, though this is not a prerequisite. The character can extend evasion or improved evasion to include any one creature he or she designates within 5 feet of him or her. The guardian paramount can extend his or her evasion ability once per day at 2nd level, plus one additional time per day every three levels thereafter.

Protective Aura (Sp): Starting at 3rd level, the guardian paramount can use a special form of *shield other* once per day, plus one additional time per day every three levels thereafter. When a guardian paramount creates a *protective aura*, the transferred wounds are dealt to the guardian paramount as subdual damage, not normal damage, as with the *shield other* spell. Otherwise, the guardian paramount's *protective aura* functions like the *shield other* spell cast by an 8th-level cleric.

Adjust Probability (Ex): On reaching 5th level, the guardian paramount gains the ability to affect probability twice per day, plus one additional time per day per three levels thereafter. The guardian paramount can force a reroll of one attack roll, check, or saving throw that another creature within 25 feet—friend or enemy—just made. The guardian paramount can find out whether the attack roll, check, or save would have succeeded before using this ability. The recipient must take the second roll, whether it's better or worse than the original roll. The use of this ability takes place outside the normal initiative order, but the paramount guardian can't use it if he or she is flat-footed or unable to see the situation resulting in the roll. The guardian paramount must decide whether to reroll as soon as the result of the attack roll, check, or save is known.

Call Back (Sp): On reaching 6th level, the guardian paramount gains the ability to return a dead creature that he or she has previously used any of his or her other class abilities on back to life, as if he or she had cast *true resurrection* as a 20th-level cleric. The character can use this ability once per day, plus one additional time per day every six levels.

HIGH PROSELYTIZER

Hit Die: d8.

Requirements

To qualify to become a high proselytizer, a character must fulfill all the following criteria.

Skills: Diplomacy 12 ranks and either Knowledge (religion) 24 ranks or Knowledge (nature) 24 ranks.

Feats: Leadership.

Epic Feats: Epic Leadership.

Spells: Ability to cast 5th-level divine spells.

Special: Must have a patron deity.

Class Skills

The high proselytizer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table: The High Proselytizer

Level	Special	Spells per Day
1st	<i>Proselytize</i> 1/day	
2nd	<i>Heal</i> 1/day	+1 level of divine spellcasting class
3rd	<i>Proselytize (deific touch)</i> 1/day	
4th	Bonus feat	+1 level of divine spellcasting class
5th	<i>Proselytize (deific word)</i> 1/day	
6th	<i>Heal</i> 2/day	+1 level of divine spellcasting class
7th	<i>Proselytize (deific face)</i> 1/day	
8th	Bonus feat	+1 level of divine spellcasting class
9th	<i>Proselytize (deific aura)</i> 1/day	
10th	<i>Heal</i> 3/day	+1 level of divine spellcasting class

Class Features

The following are class features of the high proselytizer prestige class.

Weapon and Armor Proficiency: High proselytizers are proficient with all simple weapons, all armor, and all shields.

Spells per Day: At every other high proselytizer level, the character gains new spells per day as if he or she had also gained a level in a divine spellcasting class to which he or she belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. He or she does not, however, gain any other benefit a character of that class would have gained. If the character had more than one divine spellcasting class before becoming a high proselytizer, the player must decide to which class to add each high proselytizer level for the purpose of determining spells per day.

Proselytize (Sp): At 1st level, the high proselytizer gains the ability to preach the word of his or her deity to large crowds with great effect. He or she may speak in such a manner once per day, plus one additional time per day per ten class levels thereafter.

Proselytize has three effects. First, any time the high proselytizer is speaking in this manner, he or she is treated as though affected by a *sanctuary* spell. Second, his or her voice can be heard clearly by anyone within a radius of 100 feet plus 50 feet per class level, regardless of background noise, and his or her speech can be understood as though the audience were affected by a *comprehend languages* spell. Finally, everyone in the range of the high proselytizer's voice immediately has a chance of becoming enraptured.

Type of Listener	Effect
Followers of the same deity	Automatic if 10 or fewer HD, otherwise Will save (DC 20 + 1/2 high proselytizer's class level + Wis modifier)
Others of the same alignment	Automatic if 5 or fewer HD, otherwise Will save (as above)

All others Will save (as above)

Enraptured audience members act as though affected by a *symbol of persuasion*, changing alignment as appropriate and otherwise functioning according to the *charm person* spell. The high proselytizer can inspire the crowd to take any of a number of actions, depending on his or her alignment. Any suicidal suggestion grants audience members a new saving throw to break the rapture (with the exception of low-level followers of the same deity, who never got a save in the first place). This rapture lasts for 10 minutes plus an additional 5 minutes per high proselytizer level.

At 3rd level, the high proselytizer's proselytize ability includes deific touch once per day, plus one additional time per day per ten levels thereafter. During his or her speech, the high proselytizer can move among the enraptured, shaking hands, caressing brows, and otherwise making contact with audience members. Anyone so touched is healed of 1d4 points of damage and cured of any natural disease or poison. Up to six individuals per round can be so affected. An audience member can only benefit from deific touch once per proselytize session. The high proselytizer can use deific touch as long as his or her proselytize ability lasts.

At 5th level, the *proselytize* ability includes *deific word* once per day, plus one additional time per day per ten levels thereafter. The words spoken by the high proselytizer can, if he or she chooses, function as a triple-strength *sound burst* spell (3d8 points of sonic damage and a Will save to avoid being stunned for 3 rounds) to all who are not enraptured, as the spell cast by a 20th-level cleric. The *deific word* can occur at any point during his or her *proselytize* speech.

At 7th level, the *proselytize* ability includes *deific face* once per day, plus one additional time per day per ten levels thereafter. When the high proselytizer speaks, he or she can cause a blinding burst to shine from his or her face. *Deific face* functions against all in the audience who are not enraptured as the *sunburst* spell cast by a 20th-level cleric. The *deific face* can occur at any point during his or her speech.

At 9th level, the *proselytize* ability includes *deific aura* once per day, plus one additional time per day per ten levels thereafter. When the high proselytizer speaks, he or she can cause a rolling wave of deific power to spring from his or her body that functions as either a *blasphemy*, *dictum*, *holy word*, or *word of chaos* spell (as appropriate for his or her alignment), affecting only those in the audience who have resisted becoming enraptured. *Deific aura* otherwise functions as the relevant spell cast by a 20th-level cleric. The *deific aura* can occur at any point during his or her speech.

Heal (Sp): At 2nd level, the high proselytizer can use *heal* on his or herself or another creature once per day, plus one additional time per day per four levels thereafter.

Bonus Feats: The high proselytizer gets a bonus feat at 4th level and an additional bonus feat every four levels thereafter. These bonus feats must be chosen from the following list: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Will, Extended Life Span, Great Charisma, Great Wisdom, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Legendary Commander, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Polyglot, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

LEGENDARY DREADNOUGHT

Hit Die: d12.

Requirements

To qualify to become a legendary dreadnought, a character must fulfill all the following criteria.

Base Attack Bonus: +23.

Skills: Intimidate 15 ranks.

Feats: Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical.

Class Skills

The legendary dreadnought's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Table: The Legendary Dreadnought

Level	Special
1st	Unstoppable 1/day
2nd	Unmovable 1/day
3rd	Shrug off punishment
4th	Thick skinned
5th	Bonus feat
6th	Unstoppable 2/day
7th	Unmovable 2/day
8th	Shrug off punishment
9th	Thick skinned
10th	Bonus feat

Class Features

The following are class features of the legendary dreadnought prestige class.

Weapon and Armor Proficiency: A legendary dreadnought is proficient with all simple and martial weapons, all armor, and all shields.

Unstoppable (Ex): At 1st level, the legendary dreadnought can concentrate his or her power, gaining a +20 bonus on his or her Strength check to break or burst a door or item once per day, plus one additional time per day every five levels thereafter. As a special use of this ability, the legendary dreadnought can attempt to break a *wall of force* (Strength DC 32, and the character applies his or her unstoppable bonus to this check as well). Alternatively, the legendary dreadnought can apply the +20 bonus to a single attack roll.

Unmovable (Ex): At 2nd level, the legendary dreadnought can concentrate his or her power, making him or herself unmovable once per day, plus one additional time per day every five levels thereafter. This power grants the character a +20 bonus on any one of the following:

A grapple check made to avoid being grabbed with the improved grab ability.

A Strength check to avoid the effects of a bull rush, trip attempt, or similar effect.

A Strength check against any effect that would move the character either physically or magically.

Any one saving throw. If an effect that would move the character either physically or magically does not normally allow a saving throw, the legendary dreadnought can use this ability to gain a Will saving throw. He or she still gains the +20 bonus on the saving throw in such a case.

Shrug off Punishment (Ex): The legendary dreadnought gains 12 bonus hit points at 3rd level and 12 more every five levels thereafter.

Thick Skinned (Ex): At 4th level, the legendary dreadnought gains damage reduction 3/-. This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class features, the Damage Reduction feat, and this ability itself. The damage reduction improves by 3 points every five levels thereafter.

Bonus Feats: The legendary dreadnought gets a bonus feat at 5th level and an additional bonus feat every five levels thereafter. These bonus feats must be selected from the following list: Armor Skin, Devastating Critical, Dire Charge, Epic Fortitude, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Fast Healing, Great Constitution, Great Strength, Improved Combat Reflexes, Overwhelming Critical, Penetrate Damage Reduction.

PERFECT WIGHT

Hit Die: d6.

Requirements

To qualify to become a perfect wight, a character must fulfill all the following criteria.

Skills: Hide 24 ranks, Move Silently 24 ranks.

Epic Feats: Self-Concealment.

Special: Sneak attack +10d6.

Class Skills

The perfect wight's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Survival (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

Table: The Perfect Wight

Level	Special
1st	Greater invisibility 1/day
2nd	Improved legerdemain 1/day
3rd	Incorporeal 1/day
4th	Shadow form 1/day
5th	Bonus feat
6th	Greater invisibility 2/day
7th	Improved legerdemain 2/day
8th	Incorporeal 2/day
9th	Shadow form 2/day
10th	Bonus feat

Class Features

The following are class features of the perfect wight prestige class.

Weapon and Armor Proficiency: A perfect wight gains no proficiency with any weapons, armor, or shields.

Greater Invisibility (Su): Starting at 1st level, the perfect wight gains the benefit of *greater invisibility* once per day, plus one additional time per day every five levels thereafter. The *greater invisibility* is as the spell cast by a 20th-level caster.

Improved Legerdemain (Su): A perfect wight can perform the following class skills at a range of 30 feet: Disable Device, Open Lock, Pick Pocket, and Search. If desired, the perfect wight can take 10 on the check. Any object manipulated during the skill check must weigh 100 pounds or less. Alternatively, the perfect wight can use improved legerdemain to make one melee sneak attack against any creature within 30 feet. The perfect wight executes the sneak attack (or death attack, if applicable) as if attacking from a flanking position. If the attack is successful, the victim is dealt the appropriate sneak attack damage despite the fact that the perfect wight and his or her weapon do not physically cross the intervening distance. A perfect wight can use improved legerdemain once per day at 2nd level, plus one additional time per day every five levels thereafter.

Incorporeal (Su): At 3rd level, the perfect wight can become incorporeal once per day, plus one additional time per day every five levels thereafter. A perfect wight can remain incorporeal for a number of rounds equal to $20 + \text{his or her perfect wight level}$. As an incorporeal creature, the perfect wight can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities. He or she is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, the perfect wight has a 50% chance to ignore any damage from a corporeal source (except for force effects or attacks made with ghost touch weapons). An incorporeal perfect wight has no natural armor but has a deflection bonus equal to his or her Charisma modifier (always at least +1, even if his or her Charisma score does not normally provide a bonus). An incorporeal perfect wight can pass through solid objects at will, but not force effects. His or her attack ignores natural armor, armor, and shields, although deflection bonuses and force effects work normally against it. An incorporeal perfect wight moves silently and cannot be heard with Listen checks if he or she doesn't wish to be. While incorporeal, the perfect wight has no Strength score, so his or her Dexterity modifier applies to both melee and ranged attacks.

Shadow Form (Su): At 4th level, the perfect wight can take shadow form once per day, plus one additional time per day every five levels thereafter. The perfect wight's shadow form lasts 1 minute per level of the prestige class. While in shadow form the perfect wight is incorporeal (see above), is immune to critical hits, and can fly at a speed of 100 feet (good). The perfect wight can also use the substance of his or her own shadow to enhance his or her effective level on any attack roll, check, or saving throw. Drawing power from his or her own shadow form deals the perfect wight 7 points of damage for each +1 bonus on a single roll or +1 effective level for any other single use.

Bonus Feats: The perfect wight gets a bonus feat at 5th level and an additional bonus feat every five levels thereafter. These bonus feats must be selected from the following list: Blinding Speed, Combat Archery, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Trapfinding, Improved Combat Reflexes, Improved Sneak Attack, Legendary Climber, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spellcasting Harrier, Superior Initiative, Uncanny Accuracy.

UNION SENTINEL

Hit Die: d10.

Requirements

To qualify to become a Union Sentinel, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +21.

Skills: Diplomacy 8 ranks, Knowledge (local) 8 ranks.

Feats: Alertness, Improved Disarm.

Epic Feats: Armor Skin.

Special: Must reside in a demiplane-city.

Class Skills

The Union Sentinel's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (local) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: $2 + \text{Int modifier}$.

Table: The Union Sentinel

Level	Special
1st	<i>Sending</i> 1/day, <i>shield of law</i> 1/day
2nd	<i>Freedom</i> 1/day, <i>knock</i> 1/day
3rd	<i>Dimensional anchor</i> 1/day
4th	<i>Portal guardian</i> 1/day, <i>shield of law</i> 2/day
5th	<i>Forcecage</i> 1/day

6th	<i>Dimensional anchor</i> 2/day, <i>knock</i> 2/day
7th	<i>Imprisonment</i> 1/day, <i>shield of law</i> 3/day
8th	<i>Freedom</i> 2/day, <i>sending</i> 2/day
9th	<i>Dimensional anchor</i> 3/day
10th	<i>Knock</i> 3/day, <i>forcecage</i> 2/day, <i>portal guardian</i> 2/day, <i>shield of law</i> 4/day

Class Features

The following are class features of the Union Sentinel prestige class.

Weapon and Armor Proficiency: Union Sentinels are proficient with all simple and martial weapons, all armor, and all shields.

Sending (Sp): At 1st level, the Union Sentinel gains the use of the *sending* spell as a spell-like ability once per day, plus one additional time per day every seven levels thereafter. This ability functions as the spell cast by a 15th-level caster.

Shield of Law (Sp): At 1st level, the Union Sentinel gains the use of the *shield of law* spell as a spell-like ability once per day, plus one additional time per day every three levels thereafter. This ability functions as the spell cast by a 15th-level caster.

Freedom (Sp): At 2nd level, the Union Sentinel gains the use of the *freedom* spell as a spell-like ability once per day, plus one additional time per day every six levels thereafter. This ability functions as the spell cast by an 18th-level caster.

Knock (Sp): At 2nd level, the Union Sentinel gains the use of the *knock* spell as a spell-like ability once per day, plus one additional time per day every four levels thereafter. This ability functions as the spell cast by a 15th-level caster.

Dimensional Anchor (Sp): At 3rd level, the Union Sentinel gains the use of the *dimensional anchor* spell as a spell-like ability once per day, plus one additional time per day every three levels thereafter. This ability functions as the spell cast by a 15th-level caster.

Portal Guardian (Su): A 4th-level Union Sentinel can become a portal guardian once per day, plus one additional time per day every six levels thereafter. The Union Sentinel must position him or herself within 5 feet of a portal or *gate*, and while he or she remains, the portal cannot be activated from either side by any means. The Union Sentinel can defend him or herself and use any of his or her other abilities normally, as long as he or she remains adjacent to the blocked portal. This ability only functions against portals and the *gate* spell, not against creatures with other spell-like or supernatural interplanar traveling abilities.

Forcecage (Sp): At 5th level, the Union Sentinel gains the use of the *forcecage* spell as a spell-like ability once per day, plus one additional time per day every five levels thereafter. This ability functions as the spell cast by a 20th-level caster.

Imprisonment (Sp): At 7th level, the Union Sentinel gains the use of the *imprisonment* spell as a spell-like ability once per week, plus one additional time per week every five levels thereafter. This ability functions as the spell cast by a 20th-level caster.

EPIC SKILLS

Despite the near-magical nature of some epic level skill uses, all uses of skills are considered exceptional abilities (except if noted otherwise), and thus function normally even within areas of antimagic.

Skill Synergy

Many skills are noted as granting a synergy bonus to the use of another skill when a character has 5 or more ranks in the first skill. This synergy bonus increases by +2 for every additional 20 ranks the character has in the skill.

SKILL DESCRIPTIONS

This section describes new DCs and new modifiers for skills.

Appraise

The character can sense magical auras in objects.

Task	DC
Detect magic	50

Detect Magic: The character can sense if an item has a magical aura. He or she can then use Spellcraft to learn more about the item as if he or she had already cast *detect magic* on the item. This requires a full-round action.

Balance

Surface	DC
1–2 inches wide	20
Up to 1 inch wide	40
Hair-thin	60
Liquid*	90
Cloud	120

*Includes any other surface that couldn't support the character's weight, such as a fragile branch.

Bluff

The character can implant a nonmagical suggestion in a target, display a false alignment, or disguise his or her surface thoughts.

Example Circumstance	Sense Motive Modifier
Instill suggestion in target	+50
Task	
Display false alignment	70
Disguise surface thoughts	100

Instill Suggestion in Target: This is identical to the effect of the *suggestion* spell, except that it is nonmagical and lasts for only 10 minutes. It can be sensed as if it were an enchantment effect (Sense Motive DC 25).

Display False Alignment: The character can fool alignment-sensing effects by displaying a false alignment of his or her choice. Once set, a false alignment remains as long as the character remains conscious and awake. Setting or changing a false alignment requires a full-round action.

Disguise Surface Thoughts: The character can fool spells such as *detect thoughts* (or similar effects) by displaying false surface thoughts. While the character can't completely mask the presence of his or her thoughts, he or she can change his or her apparent Intelligence score (and thus the character's apparent mental strength) by as much as 10 points and can place any thought in his or her "surface thoughts" to be read by such spells or effects. If a character attempts to use Sense Motive to detect his or her surface thoughts (see the Sense Motive skill description), this becomes an opposed check (though any result lower than 100 automatically fails).

Climb

The character can climb otherwise unclimbable surfaces.

DC	Surface
70	A perfectly smooth, flat, vertical surface
100	A perfectly smooth, flat, overhang or ceiling

Rapid Climbing: A character can climb his or her speed as a move-equivalent action, or double his or her speed as a full-

round action (requiring two Climb checks), but the character takes a -20 penalty on his or her check.

Special: The Legendary Climber feat allows a character to ignore any penalties for accelerated or rapid climbing.

Concentration

The character can cast spells with somatic components even while grappled.

Task	DC
Cast spell with somatic component while grappled	50 + spell level

Craft

The character can craft items more quickly than normal.

Task	DC
Quick creation	+10 or more to DC

Quick Creation: A character can voluntarily increase the DC of crafting an item by any multiple of 10. This allows the character to create an item more quickly (since he or she will be multiplying this higher DC by his or her skill check result to determine progress). The character must decide the increase to the DC before making the check.

Craft (Alchemy)

Task	DC (or DC Modifier)
Create augmented substance	+20 or more to DC

Create Augmented Alchemical Item or Substance: This requires the Augmented Alchemy feat, and allows a character to create alchemical items and substances of greater power than normal. To augment an alchemical substance, add +20 to the DC required to create the item and multiply the cost by 5. If the item or substance deals damage, double the damage dealt. If the item or substance doesn't deal damage, double the duration of its effect. If the item or substance doesn't deal damage and doesn't have a specific listed duration (or has an instantaneous duration), double all dimensions of its area. If the item or substance doesn't fit any of these categories, then it cannot be improved in this manner. A character can create an item with multiple degrees of augmentation. For every additional multiplier applied to damage, duration, or area, add an additional +20 to the DC and add an additional 5 to the cost multiplier.

Item	Effect of Augmenting
Acid	Direct hit 2d6, splash 2
Alchemist's fire	Direct hit 2d6, splash 2
Antitoxin	Duration 2 hours
Smokestick	Smoke fills a 20-foot cube
Sunrod	Glow for 12 hours
Tanglefoot bag	Becomes brittle and fragile after 20 minutes
Tindertwig	No effect

Decipher Script

The character can decipher magic scrolls.

Task	DC
Decipher a written spell (such as a scroll) without using <i>read magic</i> .	50 + 5 times spell level
One try per day.	

Diplomacy

The character can turn a person into a fanatic follower. Refer to the accompanying table.

Initial Attitude	New Attitude					
	Hos	Unf	Indif	Friend	Help	Fanatic
Hostile	Less than 20	20	25	35	50	150
Unfriendly	Less than 5	5	15	25	40	120
Indifferent	—	Less than 1 1	1	15	30	90
Friendly	—	—	Less than 1 1	1	20	60
Helpful	—	—	—	Less than 1 1	1	50

1

Hos: hostile. **Unf:** unfriendly. **Indif:** indifferent. **Friend:** friendly. **Help:** helpful.

Fanatic: The attitude of fanatic is added here. In addition to the obvious effects, any NPC whose attitude is fanatic gains a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC whenever

fighting for the character or his or her cause. This attitude will remain for one day plus one day per point of the character's Charisma bonus, at which point the NPC's attitude will revert to its original attitude (or indifferent, if no attitude is specified). Treat the fanatic attitude as a mind-affecting enchantment effect for purposes of immunity, save bonuses, or being detected by the Sense Motive skill. Since it is nonmagical, it can't be dispelled; however, any effect that suppresses or counters mind-affecting effects will affect it normally. A fanatic NPC's attitude can't be further adjusted by the use of skills.

Attitude	Means	Possible Actions
e		

Disable Device

The character can rush his or her Disable Device attempt, reducing the amount of time it takes to perform the attempt.

Reduce to	DC Modifier
1 round	+20
Move-equivalent action	+50
Free action	+100

Disguise

The character can change his or her apparent height and weight much more than normal.

Disguise	Modifier
Change height and/or weight 11% to 25%	-25*
Change height and/or weight 26% to 50%	-50*

*Can be negated by any effect that can duplicate a height and/or weight change of this degree.

Escape Artist

The character can pass through spaces smaller than his or her head, or even through a *wall of force*.

DC	Task
80	Extremely tight space
12	Pass through <i>wall of force</i>
0	

Extremely Tight Space: This is the DC for getting through a space when one's head shouldn't even be able to fit; this can be as small as 2 inches square for Medium-size creatures. Halve this limit for each size category less than Medium-size; double it for each size category greater than Medium-size. If the space is long, such as in a chimney, multiple checks may be called for.

Pass through Wall of Force: This allows a character to find a gap of weakness in a *wall of force* (or similar force effect) and squeeze through it.

Forgery

The character can forge handwriting he or she haven't even seen.

Condition	Reader's Check Modifier
Forge document without sample	+50

Forge Document without Sample: The character can forge a document without having seen a similar document or having a sample of the handwriting to be copied.

Gather Information

The character can gather information without eliciting suspicion.

Task	Check Modifier
Avoid suspicion	-20

Avoid Suspicion: By accepting a -20 penalty on his or her Gather Information check, a character can avoid any suspicions that might otherwise be aroused by someone pursuing sensitive information.

Handle Animal

The character can handle creatures other than animals, and can teach or train in much less time than normally required.

Task	Time	DC
Rear magical beast	1 year	30 + HD of magical beast

Train magical beast	2 months	40 + HD of magical beast
Rear vermin	6 months	35 + HD of vermin
Train vermin	2 months	50 + HD of vermin
Rear other creature	Varies	40 + HD of creature
Train other creature	2 months	60 + HD of creature

Reduce Teaching/Training to . . . DC Modifier

1 month	+25
1 day	+50
1 hour	+75
1 minute	+100

Reduce Teaching/Training: Normally, teaching or training a creature requires two months of time. A character can accelerate the process of teaching or training a creature, reducing the time required to the listed time, by adding the DC modifier to the base DC for teaching or training the creature. A character can't reduce the required time to less than 1 minute.

Heal

The character can greatly speed a patient's recovery of hit points.

Task	DC
Quicken recovery	50
Perfect recovery	100

Quicken Recovery: The character can allow a character to regain hit points in a single hour as if he or she had provided long-term care for a full day (2 or 3 hit points per level, based on activity). The character can quicken the recovery of up to six patients at a time. No character's recovery can be quickened more than once per day (even by different healers).

Perfect Recovery: The character can allow a character to regain hit points in a single hour as if he or she had provided long-term care for a full week (2 or 3 hit points per level per day, based on activity). The character can use perfect recovery on up to six patients at a time. No character's recovery can be perfected more than once per day, nor can perfect recovery and quicken recovery both be used on the same patient in the same day (even by different healers).

Hide

The character can hide others as well as hiding him or herself.

Task	Check Modifier
Hide another	-30

Hide Another: By accepting a -30 penalty on his or her Hide check, a character can hide another adjacent creature whose size is no more than one category larger than the character's own. Modifiers to the check for the size of the creature still apply, as do all other penalties, including those for moving faster than half speed. Likewise, a character can only hide another creature when it is not under direct observation by a third party. The creature the character hides remains hidden until it is spotted or it takes some other action that breaks its concealment, as normal.

Intimidate

Intimidate does not possess an epic usage.

Special: The DC to intimidate any creature whose attitude is fanatic is increased by +20.

Jump

Jump does not possess an epic usage.

Knowledge

Knowledge does not possess an epic usage.

Listen

The character can pinpoint the location of an invisible creature, or detect an illusion with an auditory component.

DC	Task
80	Defeat illusion with auditory component

Defeat Illusion: The character can automatically detect any illusion with an auditory component for what it truly is. No Will save is required, and the character doesn't have to interact with the illusion (but he or she must be able to hear its auditory component). Special: A character can use Listen to notice the presence of an invisible creature (generally opposed by a Move Silently check). If the character beats the DC by 20 or more, he or she can pinpoint the location of the invisible creature, though it still maintains total concealment from the character (50% miss chance).

Move Silently

Move Silently does not possess an epic usage.

Open Lock

The character can open locks more quickly than normal.

Open lock as . . .	DC Modifier
Move-equivalent action	+20
Free action	+50

Perform

The character can sway an audience's attitude with his or her performance.

Initial Attitude	New Attitude					
	Hos	Unf	Indif	Friend	Help	Fanatic
Hostile	Less than 20	20	25	35	50	150
Unfriendly	Less than 5	5	15	25	40	120
Indifferent	—	Less than 1	1	15	30	90
Friendly	—	—	Less than 1	1	20	60
Helpful	—	—	—	Less than 1	1	50

Hos: hostile. **Unf:** unfriendly. **Indif:** indifferent. **Friend:** friendly. **Help:** helpful.

Fanatic: The attitude of fanatic is added here. In addition to the obvious effects, any NPC whose attitude is fanatic gains a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC whenever fighting for the character or his or her cause. This attitude will remain for one day plus one day per point of the character's Charisma bonus, at which point the NPC's attitude will revert to its original attitude (or indifferent, if no attitude is specified). Treat the fanatic attitude as a mind-affecting enchantment effect for purposes of immunity, save bonuses, or being detected by the Sense Motive skill. Since it is nonmagical, it can't be dispelled; however, any effect that suppresses or counters mind-affecting effects will affect it normally. A fanatic NPC's attitude can't be further adjusted by the use of skills.

Attitude	Means	Possible Actions
Fanatic	Will give life to serve you	Fight to the death against overwhelming odds, throw self in front of onrushing dragon

Profession

Profession does not possess an epic usage.

Ride

The character can stand upon his or her mount in combat.

DC	Task
40	Stand on mount
50	Unconscious control
60	Attack from cover

Stand on Mount: This allows the character to stand on his or her mount's back even during movement or combat. The character takes no penalties to actions while doing so.

Unconscious Control: As a free action, the character can attempt to control a light horse, pony, or heavy horse while in combat. If the character fails, he or she controls the mount as a move-equivalent action. A character does not need to roll for warhorses or warponies.

Attack from Cover: The character can react instantly to drop down and hang alongside his or her mount, using it as one-half cover. The character can attack and cast spells while using his or her mount as cover without penalty. If the character fails, he or she doesn't get the cover benefit.

Search

The character can sense the presence of magic in an area.

Task	DC
Sense magic	60

Sense Magic: The character senses the presence of any active magical effects in the area being searched. The character can't determine the number, strength, or type of the effects.

Sense Motive

The character can discern a target's alignment and even detect surface thoughts.

Task	DC
Discern partial alignment	60
Discern full alignment	80
Detect surface thoughts	100

Discern Partial Alignment: This use of the skill lets a character discern one component of a target's alignment. When making the check, the character states whether he or she is trying to discern the law–chaos or good–evil component. A character can't retry the check, and he or she can't use this to discern more than one component of the alignment (but see below). The target must be visible and within 30 feet of the character.

Discern Full Alignment: This use of the skill lets a character determine both components of a target's alignment. The character can't retry the check. The target must be visible and within 30 feet of the character.

Detect Surface Thoughts: This lets a character read the surface thoughts of a single target (as the 3rd-round effect of the *detect thoughts* spell). There is no saving throw to resist this effect, though the target can use Bluff to disguise his or her surface thoughts (see the Bluff skill description), in which case this becomes an opposed check (any result lower than 100 automatically fails). The target must be visible and within 30 feet of the character.

Sleight of Hand

The character can lift another's weapon and perform major feats of legerdemain.

DC	Task
50	Lift a sheathed weapon from another creature and hide it on the character's person, if the weapon is no more than one size category larger than the character's own size.
80	Make an adjacent, willing creature or object of the character's size or smaller "disappear" while in plain view. In fact, the willing creature or object is displaced up to 10 feet away—make a separate Hide check to determine how well the "disappeared" creature or object is hidden.

Spellcraft

The character can identify properties of a magic item.

DC	Task
50 + caster level	Identify basic property of magic item
70 + caster level	Identify all properties of magic item
50	Quick identification of alchemical substances and potions

Identify Basic Property of Magic Item: This use of the skill requires one round of inspection, and functions exactly as if the character had cast an *identify* spell on the item. A character can't attempt this on the same item more than once.

Identify All Properties of Magic Item: This requires one minute of inspection, and reveals all properties of a single magic item (including command words and charges remaining). A character can't attempt this on the same item more than once. If an item has different caster levels for different properties, use the highest caster level.

Quick Identification: A character can identify a substance or potion in the field as a full-round action, without an alchemical lab or any cost. The character can't retry this check (or take 20); if he or she fails, the character must identify the substance in an alchemical lab, as normal.

Spot

The character can pinpoint the location of an invisible creature, or detect an illusion with a visual component.

D	Task
C	
20	Notice presence of active invisible creature
30	Notice presence of unmoving, living invisible creature
40	Notice presence of inanimate invisible object
40	Notice presence of unmoving, unliving invisible creature
80	Defeat illusion

A character can use Spot to notice the presence of an invisible creature. The relevant DCs are reprinted here. If the character beats the DC by 20 or more, he or she can pinpoint the location of the invisible creature, though it still maintains total concealment from the character (50% miss chance).

Defeat Illusion: The character can automatically detect any illusion with a visual component for what it truly is. No Will save is required, and the character doesn't have to interact with the illusion (but he or she must be able to see it).

Using Spot to Read Lips

Task	DC Modifier
Read lips while moving at up to full speed	+20
Pronounce unfamiliar language	+20

Pronounce Unfamiliar Language: This use of the skill allows a character to repeat the speech of an observed creature, potentially allowing a comrade to translate the speech. It doesn't grant the character any ability to understand the language spoken.

Survival

The character can ignore the effects of terrain on movement and withstand even the harshest weather. If the character is capable of tracking, he or she can identify the races of creatures being tracked.

D Task

C	
40	Get along in the wild while moving at full speed. The character can provide food and water for one other person for every 2 points by which the check result exceeds 40.
60	Automatically succeed on all Fortitude saves against severe weather. The character can extend this benefit to one other character for every 2 points by which the check result exceeds 60.
60	Ignore overland movement penalties of terrain. The character and his or her mount can move at full overland speed regardless of terrain. The character can extend this benefit to one other character for every 5 points by which the check result exceeds 60.
60	Identify race/kind of creature(s) by tracks.*

*Requires the Track feat.

Wherever the character is, he or she can determine the direction to a location on the same plane.

DC Familiarity with Location

40	Very familiar
60	Studied carefully
80	Seen casually
10	Viewed once
0	
12	Description only
0	

With a successful check, the character knows the direction to the desired location. This merely points the character in the direction of the location; it doesn't provide him or her with information on how to get there, nor does it take into account any obstacles in the path. "Very familiar" represents a place where the character has been very often and where he or she feels at home. "Studied carefully" represents a place the character knows well, either because he or she has been there often or has used other means to study the place. "Seen casually" is a place that the character has viewed more than once, but which he or she has not studied. "Viewed once" is a place that the character has seen once, possibly using magic. "Description only" is a place whose location and appearance the character knows through someone else's description.

Swim

The character can swim up vertical surfaces, or swim much faster than normal.

D Task

C	
80	Swim up waterfall

Swim up Waterfall: This use of the skill allows a character to swim an angled or vertical surface, as long as he or she remains completely or mostly immersed in water. Other examples might include swimming up a whirlpool or an incredibly large wave.

Circumstance DC Modifier

Speed swimming	-20
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Speed Swimming: By taking a -20 penalty on the check, a character can swim his or her speed as a move-equivalent action,

or double his or her speed as a full-round action.

Tumble

The character can fall from great heights without taking damage, move greater distances with an adjustment, or “climb” vertical surfaces with a series of bounces.

DC Task

30	Treat a fall as if it were 20 feet shorter when determining damage.
35	Free stand.
45	Treat a fall as if it were 30 feet shorter when determining damage.
50	Climb vertical surface.
60	Treat a fall as if it were 40 feet shorter when determining damage.
10	Ignore falling damage.
0	

Free Stand: The character can stand up from prone as a free action (instead of as a move-equivalent action).

Climb Vertical Surface: The character can climb up to 20 feet (as part of normal movement) by jumping and bouncing off walls, trees, or similar vertical surfaces. The character must have at least two vertical surfaces to bounce off, and the two must be within 10 feet of each other.

Ignore Falling Damage: The character can fall from any height and take no damage.

Special: A character with 25 or more ranks in Tumble gains a +5 dodge bonus when executing the fight defensively standard or full-round action, instead of a +2 bonus (or the +3 bonus from having 5 or more ranks). Increase this dodge bonus by +1 for every 10 additional ranks above 25 the character has. A character with 25 or more ranks in Tumble gains a +10 dodge bonus to AC when executing the total defense standard action, instead of a +4 bonus (or the +6 bonus from having 5 or more ranks). Increase this dodge bonus by +2 for every 10 additional ranks above 25 the character has.

Use Magic Device

Use Magic Device does not possess an epic usage.

Use Rope

The character can splice ropes together quickly, tie unique knots, and even animate a rope he or she holds.

Task	DC
Quick splicing	50
Tie unique knot	60
Animate held rope	80

Quick Splicing: The character can splice two ropes together as a move-equivalent action.

Tie Unique Knot: The character can tie a knot that only he or she knows how to untie. This doesn’t affect any Escape Artist checks made to escape these bindings.

Animate Held Rope: The character can command any rope he or she holds as if it had the *animate rope* spell cast upon it (except that using the skill in this way doesn’t grant any bonus on Use Rope checks made with the animated rope). Each command requires a separate Use Rope check. Because the effect isn’t magical, it can’t be dispelled.

PSIONIC SKILLS

Autohypnosis

The character has trained his or her mind to ignore poison, resist mental influence, and convince his or her body that he or she is tougher than normal.

DC	Task
Poison’s DC + 5	When poisoned, the character can make an Autohypnosis check on his or her next action. A successful check indicates the character does not have to make a saving throw against the poison’s secondary damage, which he or she instead automatically ignores.
50	If a failed saving throw indicates the character is affected by any mind-affecting powers, spells, or spell-like effects, a successful Autohypnosis check allows an immediate second saving throw to resist the effect. If the mind-affecting effect normally does not allow a saving throw, a successful Autohypnosis check allows a saving throw.
60	With a successful Autohypnosis check, the character gains temporary hit points equal to 10 + his or her Wisdom modifier. The temporary hit points persist until lost. A character cannot check for temporary hit points more than once per day. Temporary hit points gained through Autohypnosis do not stack with

temporary hit points gained through any other source

Stabilize Self

Mortal wounds are less lethal for the character.

DC	Task
30	If reduced to negative hit points but not dead, make a Stabilize Self check. If successful, the character does not go unconscious and can continue taking actions until he or she bleeds to death or stabilizes (the character can also continue making stabilization checks). If healed or stabilized, the character continues to take actions normally.
60	On a successful Stabilize Self check, the character gains damage reduction 2/-. The damage reduction lasts for 12 hours. The character cannot check for damage reduction more than once per day. Damage reduction gained through Stabilize Self does not stack with damage reduction gained through any other source.

- | | |
| --- | --- |
| 30 | If reduced to negative hit points but not dead, make a Stabilize Self check. If successful, the character does not go unconscious and can continue taking actions until he or she bleeds to death or stabilizes (the character can also continue making stabilization checks). If healed or stabilized, the character continues to take actions normally. |
- | | |
| --- | --- |
| 60 | On a successful Stabilize Self check, the character gains damage reduction 2/-. The damage reduction lasts for 12 hours. The character cannot check for damage reduction more than once per day. Damage reduction gained through Stabilize Self does not stack with damage reduction gained through any other source. |

Miscellaneous

Scrying spells

To attempt any of these tasks, the *scrying* spell must be on your class spell list (though it need not be among your spells known). If you have any bonuses that would apply to the caster level of your *scrying* spell, add these to your caster level check.

Task	DC
Learn scryer	30
Return scrying	50

Break scrying Opposed caster level check

Learn Scryer: If you determine that you're being scried upon, you can learn the identity of the scryer with a DC 30 caster level check. If successful, you learn the name, race, and location of the scryer.

Return Scrying: If you determine that you're being scried upon, you can look back through the sensor at the scryer with a DC 50 caster level check. This allows you to spy on the scrying being as if you had cast a *scrying* spell upon that person. This return scrying can be detected by your target as normal.

Break Scrying: If you determine that you're being scried, you can make an opposed caster level check with the scryer. (Your caster level must be at least 21st to attempt this task.) If you are successful, the scrying ends, and the scryer may not target you with a Divination (*Scrying*) spell or effect for a number of hours equal to your Intelligence modifier (minimum 1).

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EPIC FEATS

ACQUIRING EPIC FEATS

Characters gain epic feats in the following ways:

At 21st level, and every three levels thereafter, the character may select an epic feat in place of a nonepic feat.

Each character class gains bonus epic feats according to the class description. These feats must be selected from the list of bonus epic feats for that class.

PREREQUISITES

Most epic feats have prerequisites. A character must have the listed ability score, feat, skill, class feature, or base attack modifier in order to select or use that feat. A character can gain an epic feat at the same level at which he or she gains the prerequisite, just as with regular feats. A prerequisite expressed as a numerical value is a minimum; any value higher than the one given also meets the prerequisite. A character can't use an epic feat if he or she has lost a prerequisite.

TYPES OF EPIC FEATS

Most epic feats are general, meaning that no special rules govern them as a group. Others may be item creation feats or metamagic feats, which follow all the normal rules for such feats, except as specified in the feat's description. In addition, some feats are defined as divine feats or as wild feats. Such feats are described below.

DIVINE FEATS

The feats in this category share a few characteristics. First, they all have as a prerequisite the ability to turn (or, in most cases, rebuke) undead. Thus, they are open to clerics, paladins of 4th level or higher, and any prestige class that has that ability. (An ability to turn other creatures does not qualify a character to select one of these feats.) Second, the force that powers a divine feat is the ability to channel positive or negative energy to turn or rebuke undead. Each use of a divine feat costs the character one turn/rebuke attempt from his or her number of attempts each day. If a character doesn't have any turn/rebuke attempts left, he or she can't use the feat. Since turning or rebuking is a standard action, activating any of these feats is also a standard action.

WILD FEATS

The feats in this category share the characteristic of relating to the ability to use *wild shape* as a druid. These feats require the character to have the ability to use *wild shape* before acquiring the feat.

EPIC PSIONIC FEATS

Psionic characters can acquire epic "psionically flavored" feats. Some feats require so much translation that converted feats are provided. Whenever a feat concerns conferring or altering a spell in some fashion, some translation must be done to use it with psionics. Sometimes this translation is as straightforward as changing a few names. Translating epic metamagic feats to epic metapsionic feats requires that Spellcraft prerequisites be replaced with Psicraft. It also requires a little math—instead of casting a spell at a higher level, a psionic character pays more power points. For every spell slot one level higher than the spell's actual level the metamagic feat requires, the metapsionic feat requires a character to pay a power point cost equal to its standard cost +2. Likewise, when a feat allows a spellcaster to "pay" one less level to use a metamagic feat, the psionic version allows a character to pay 2 power points less for a given metapsionic feat.

FEATS

ADDITIONAL MAGIC ITEM SPACE [EPIC]

Benefit: Choose one type of magic item that has a limit on the number a character can simultaneously wear and gain its benefit. The character can now wear one more magic item of this type and also gain its benefit.

Normal: Without this feat, a character is limited to one headband, hat, or helmet; one pair of eye lenses or goggles; one cloak, cape, or mantle; one amulet, brooch, medallion, necklace, periapt, or scarab; one suit of armor; one robe; one vest, vestment, or shirt; one pair of bracers or bracelets; one pair of gloves or gauntlets; two rings; one belt; and one pair of boots.

Special: A character can gain this feat multiple times. Each time the character takes the feat, it applies to a new type of

wearable magic item.

ARMOR SKIN [EPIC]

Benefit: The character gains a +1 natural armor bonus to Armor Class, or his or her existing natural armor bonus increases by 1.

Special: A character can gain this feat multiple times. Its effects stack.

AUGMENTED ALCHEMY [EPIC]

Prerequisites: Int 21, Craft(alchemy) 24 ranks.

Benefit: Whenever creating an alchemical item or substance, the character can choose to make it more powerful than normal by adding +20 to the DC required to create it and multiplying its price by 5. If the item or substance deals damage, double the damage dealt. If the item or substance doesn't deal damage, double the duration of its effect. If the item or substance doesn't deal damage and doesn't have a specific listed duration (or has an instantaneous duration), double all dimensions of its area. If the item or substance doesn't fit any of these categories, then it cannot be affected by this feat. See the Craft (alchemy) skill description.

AUTOMATIC QUICKEN SPELL [EPIC]

Prerequisites: Quicken Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast all 0-, 1st-, 2nd-, and 3rd-level spells as quickened spells without using higher-level spell slots. The normal limit to the number of quickened spells a character may cast per round applies. Spells with a casting time of more than 1 full round can't be quickened.

Special: A character can gain this feat multiple times. Each time a character takes the feat, the spells of his or her next three lowest spell levels can now be quickened with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form.

AUTOMATIC SILENT SPELL [EPIC]

Prerequisites: Silent Spell, Spellcraft 24 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast all 0-, 1st-, 2nd-, and 3rd-level spells as silent spells without using higher-level spell slots.

Special: A character can gain this feat multiple times. Each time a character takes the feat, the spells of his or her next three lowest spell levels can now be silenced with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form. However, since bard spells can't be enhanced with the Silent Spell feat, they can't be affected by this feat either.

AUTOMATIC STILL SPELL [EPIC]

Prerequisites: Still Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast all 0-, 1st-, 2nd-, and 3rd-level spells as stilled spells without using higher-level spell slots.

Special: A character can gain this feat multiple times. Each time a character takes the feat, the spells of his or her next three lowest spell levels can now be stilled with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form.

BANE OF ENEMIES [EPIC]

Prerequisites: Survival 24 ranks, five or more favored enemies.

Benefit: Any weapon the character wields against one of his or her favored enemies is treated as a bane weapon for that creature type (thus, its enhancement bonus is increased by +2 and it deals +2d6 points of damage). This ability doesn't stack with similar abilities.

BLINDING SPEED [EPIC]

Prerequisite: Dex 25.

Benefit: The character can act as if *hasted* for 5 rounds each day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

Special: A character can gain this feat multiple times. Each time he or she takes the feat, it grants an additional 5 rounds of *haste* per day.

BONUS DOMAIN [EPIC]

Prerequisites: Wis 21, ability to cast 9th-level divine spells.

Benefit: Choose an additional domain from the character's deity's domain list. The character now has access to that domain's spells as normal for his or her domain spells and the domain's granted powers.

Special: A character can gain this feat multiple times. Each time he or she takes the feat, it applies to a different domain.

BULWARK OF DEFENSE [EPIC]

Prerequisites: Con 25, defensive stance 3/day.

Benefit: The character's defensive stance bonuses increase to +4 Strength, +6 Constitution, +4 resistance bonus on all saves, and +6 dodge bonus to AC.

CHAOTIC RAGE [EPIC]

Prerequisites: Rage 5/day, chaotic alignment.

Benefit: Any weapon the character wields while in a rage is treated as an anarchic weapon (it is chaos-aligned and deals an extra 2d6 points of damage against creatures of lawful alignment). This ability does not stack with similar abilities.

COLOSSAL WILD SHAPE [WILD][EPIC]

Prerequisite: The ability to *wild shape* into a Gargantuan creature.

Benefit: The character can use his or her *wild shape* to take the shape of a Colossal animal.

Normal: Without this feat, a character cannot *wild shape* into an animal of greater than Huge size.

COMBAT ARCHERY [EPIC]

Prerequisites: Dodge, Mobility, Point Blank Shot.

Benefit: The character does not incur any attacks of opportunity for firing a bow when threatened.

Normal: Without this feat, a character incurs an attack of opportunity from all opponents who threaten him or her whenever he or she uses a bow.

CRAFT EPIC MAGIC ARMS AND ARMOR [ITEM CREATION] [EPIC]

Prerequisites: Craft Magic Arms and Armor, Knowledge (arcana) 28 ranks, Spellcraft 28 ranks.

Benefit: The character can craft magic arms and armor which exceed the normal limits for such items

CRAFT EPIC ROD [ITEM CREATION][EPIC]

Prerequisites: Craft Rod, Knowledge (arcana) 32 ranks, Spellcraft 32 ranks.

Benefit: The character can craft rods that exceed the normal limits for such items.

CRAFT EPIC STAFF [ITEM CREATION][EPIC]

Prerequisites: Craft Staff, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.

Benefit: The character can craft staffs that exceed the normal limits for such items.

CRAFT EPIC WONDROUS ITEM [ITEM CREATION][EPIC]

Prerequisites: Craft Wondrous Item, Knowledge (arcana) 26 ranks, Spellcraft 26 ranks.

Benefit: The character can craft wondrous items that exceed the normal limits for such items.

DAMAGE REDUCTION [EPIC]

Prerequisite: Con 21.

Benefit: The character gains damage reduction 3/-. This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class features, or this feat itself.

Special: A character can gain this feat multiple times. Each time he or she gains the feat, his or her damage reduction increases by 3.

DEAFENING SONG [EPIC]

Prerequisites: Perform 24 ranks, bardic music class feature.

Benefit: The character can use song or poetics to temporarily deafen all enemies within a 30-foot spread from him or her. A successful Fortitude save (DC 10 + 1/2 the character's class level + the character's Charisma modifier) negates the effect. The deafening effect lasts for as long as the character continues the deafening song. The character can choose to exclude any characters from this effect. The character may sing, play, or recite a deafening song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details). The character may keep up the deafening song for a maximum of 10 rounds. Using the deafening song counts as one of the character's uses of song or poetics for the day.

DEATH OF ENEMIES [EPIC]

Prerequisites: Bane of Enemies, Survival 30 ranks, five or more favored enemies.

Benefit: Any time the character scores a critical hit against one of his or her favored enemies, it must make a Fortitude save (DC 10 + 1/2 character's ranger class level + character's Wisdom modifier) or die instantly.

Special: Creatures immune to critical hits can't be affected by this feat.

DEVASTATING CRITICAL [EPIC]

Prerequisites: Str 25, Cleave, Great Cleave, Improved Critical (chosen weapon), Overwhelming Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

Benefit: Whenever the character scores a critical hit with the chosen weapon, the target must make a Fortitude save (DC 10 + 1/2 character level + character's Strength modifier) or die instantly. (Creatures immune to critical hits can't be affected by this feat.)

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of weapon.

DEXTEROUS FORTITUDE [EPIC]

Prerequisites: Dex 25, slippery mind class feature.

Benefit: Once per round, when targeted by an effect that requires a Fortitude saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

DEXTEROUS WILL [EPIC]

Prerequisites: Dex 25, slippery mind class feature.

Benefit: Once per round, when targeted by an effect that requires a Will saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

DIMINUTIVE WILD SHAPE [WILD][EPIC]

Prerequisite: Ability to *wild shape* into a Huge animal.

Benefit: The character can use *wild shape* to take the shape of a Diminutive animal.

Normal: Without this feat, a character cannot *wild shape* into an animal of smaller than Tiny size.

DIRE CHARGE [EPIC]

Prerequisite: Improved Initiative.

Benefit: If the character charges a foe during the first round of combat (or the surprise round, if the character is allowed to act in it), he or she can make a full attack against the opponent charged.

Normal: Without this feat, a character may only make a single attack as part of a charge.

DISTANT SHOT [EPIC]

Prerequisites: Dex 25, Far Shot, Point Blank Shot, Spot 20 ranks.

Benefit: The character may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.

DRAGON WILD SHAPE [WILD][EPIC]

Prerequisites: Wis 30, Knowledge (nature) 30 ranks, *wild shape* 6/day.

Benefit: The character may use *wild shape* to change into a dragon (black, blue, green, red, white, brass, bronze, copper, gold, or silver). The size limitation is the same as the character's limitation on animal size. The character gains all extraordinary and supernatural abilities of the dragon whose form he or she takes.

EFFICIENT ITEM CREATION [EPIC]

Prerequisites: Item creation feat to be selected, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Benefit: Select an item creation feat. Creating a magic item using that feat requires one day per 10,000 gp of the item's market price, with a minimum of one day.

Normal: Without this feat, creating a magic item requires one day for each 1,000 gp of the item's market price.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different item creation feat.

ENERGY RESISTANCE [EPIC]

Benefit: Choose a type of energy (acid, cold, electricity, fire, or sonic). The character gains resistance 10 to that type of energy, or the character's existing resistance to that type of energy increases by 10. This feat does not stack with energy resistance granted by magic items or nonpermanent magical effects.

Special: A character can gain this feat multiple times. If the same type of energy is chosen, the effects stack.

ENHANCE SPELL [METAMAGIC][EPIC]

Prerequisite: Maximize Spell.

Benefit: The damage cap for the character's spells increases by 10 dice (for spells that deal a number of dice of damage equal to caster level) or by 5 dice (for spells that deal a number of dice of damage equal to half caster level). An enhanced spell uses up a spell slot four levels higher than the spell's actual level. This feat has no effect on spells that don't specifically deal a number of dice of damage equal to the caster's level or half level, even if the spell's effect is largely dictated by the caster's level.

Normal: Without this feat, use the damage dice caps indicated in the spell's description.

Special: A character may gain this feat multiple times. Each time he or she selects this feat, the damage cap increases by 10 dice or 5 dice, as appropriate to the spell, and the enhanced spell takes up a spell slot an additional four levels higher.

EPIC DODGE [EPIC]

Prerequisites: Dex 25, Dodge, Tumble 30 ranks, improved evasion, defensive roll class feature.

Benefit: Once per round, when struck by an attack from an opponent the character has designated as the object of his or her dodge, the character may automatically avoid all damage from the attack.

EPIC ENDURANCE [EPIC]

Prerequisites: Con 25, Endurance.

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time, he or she gets a +10 bonus on the check.

EPIC EXPANDED KNOWLEDGE [EPIC, PSIONIC]

You learn another power.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: You learn one additional power at any level up to the highest level of power you can manifest. You can choose any power, even one that is part of another discipline's list or another class's list.

Special: You can gain this feat multiple times. Each time, you learn one new power at any level up to the highest level of power you can manifest.

EPIC FORTITUDE [EPIC]

Benefit: The character gains a +4 bonus on all Fortitude saving throws.

EPIC INSPIRATION [EPIC]

Prerequisites: Cha 25, Perform 30 ranks, bardic music class feature.

Benefit: All competence bonuses, dodge bonuses, and morale bonuses granted by the character's bardic music ability increase by +1. If you have the inspire greatness bardic music ability, it grants one additional bonus HD.

Special: A character can gain this feat multiple times. Its effects stack.

EPIC LEADERSHIP [EPIC]

Prerequisites: Cha 25, Leadership, Leadership score 25.

Benefit: The character attracts a cohort and followers as shown below on Table: Epic Leadership. In all other ways Epic Leadership functions as the Leadership feat.

Normal: The Leadership feat provides no benefit for leadership scores beyond 25.

Table: Epic Leadership

Leadership Score	Cohort Level	Number of Followers by Level									
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
25	17th	135	13	7	4	2	2	1	—	—	—
26	18th	160	16	8	4	2	2	1	—	—	—
27	18th	190	19	10	5	3	2	1	—	—	—
28	19th	220	22	11	6	3	2	1	—	—	—
29	19th	260	26	13	7	4	2	1	—	—	—

30	20th	300	30	15	8	4	2	1	—	—	—
31	20th	350	35	18	9	5	3	2	1	—	—
32	21st	400	40	20	10	5	3	2	1	—	—
33	21st	460	46	23	12	6	3	2	1	—	—
34	22nd	520	52	26	13	6	3	2	1	—	—
35	22nd	590	59	30	15	8	4	2	1	—	—
36	23rd	660	66	33	17	9	5	3	2	1	—
37	23rd	740	74	37	19	10	5	3	2	1	—
38	24th	820	82	41	21	11	6	3	2	1	—
39	24th	910	91	46	23	12	6	3	2	1	—
40	25th	1000	100	50	25	13	7	4	2	1	—
per +1	+1/2*	+100**	†	†	†	†	†	†	†	†	†

Leadership Score: A character's Leadership score equals his or her level plus any Charisma modifier. Outside factors can affect a character's Leadership score, as detailed in the Leadership feat.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he or she can't recruit a cohort of his or her level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level.

*The maximum cohort level increases by 1 for every 2 points of Leadership above 40. **The number of 1st-level followers increases by 100 for every point of Leadership above 40.

†A character can command one-tenth as many 2nd-level followers as 1st-level followers. A character can command one-half as many 3rd-level followers as 2nd-level followers, one-half as many 4th-level followers as 3rd-level followers, and so on (round fractions up, except any fraction less than 1 rounds to 0). A character can't have a follower of higher than 20th level.

Table: Example Special Epic Cohorts presents some creatures that make good cohorts for epic characters.

Table: Example Special Epic Cohorts

Creature	Alignment	Level Equivalent
Angel, astral deva	Any good	20nd
Dragon, ancient silver	Lawful good	42nd
Couatl	Lawful good	16th
Giant, cloud	Neutral good	24th
Ghæle	Chaotic good	20st
Giant, storm	Chaotic good	28th
Dragon, wyrm brass	Chaotic good	42th
Dragon turtle	Neutral	21st
Hydra, 12-headed	Neutral	19th
Roc	Neutral	23rd
Dragon, ancient green	Lawful evil	40th
Devil, ice (gelugon)	Lawful evil	21st
Giant, cloud	Neutral evil	24th
Demon, glabrezu	Chaotic evil	23rd
Demon, succubus	Chaotic evil	12th
Dragon, wyrm white	Chaotic evil	41th

EPIC PROWESS [EPIC]

Benefit: Gain a +1 bonus on all attacks.

Special: A character can gain this feat multiple times. Its effects stack.

EPIC PSIONIC FOCUS [EPIC, PSIONIC]

You can expend your psionic focus to greater effect.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: When you expend your psionic focus, you can simultaneously use two feats that require a psionic focus to be expended, instead of just one. The feats must be stackable. You must still spend the requisite power points required to use each metapsionic feat, and you cannot exceed the power point limit set by your manifest level.

Special: You can take this feat multiple times. Each time you do so, you can simultaneously use one additional feat that requires a psionic focus to be expended.

EPIC REFLEXES [EPIC]

Benefit: The character gains a +4 bonus on all Reflex saving throws.

EPIC REPUTATION [EPIC]

Benefit: The character gains a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks.

EPIC SKILL FOCUS [EPIC]

Prerequisite: 20 ranks in the skill selected.

Benefit: The character gains a +10 bonus on all skill checks with that skill.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different skill.

EPIC SPEED [EPIC]

Prerequisites: Dex 21, Run.

Benefit: The character's speed increases by 30 feet. This benefit does not stack with increased speed granted by magic items or nonpermanent magical effects.

Special: This feat only functions when the character is wearing medium armor, light armor, or no armor.

EPIC SPELL FOCUS [EPIC]

Prerequisites: Greater Spell Focus and Spell Focus in the school selected, ability to cast at least one 9th-level spell of the school to be chosen.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on. This stacks with the bonuses from Spell Focus and Greater Spell Focus.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different school of magic.

EPIC SPELL PENETRATION [EPIC]

Prerequisites: Greater Spell Penetration, Spell Penetration.

Benefit: The character gets a +2 bonus on caster level checks to beat a creature's spell resistance. This stacks with the bonuses from Spell Penetration and Greater Spell Penetration.

EPIC SPELLCASTING [EPIC]

Prerequisite: Spellcraft 24 ranks, Knowledge (arcana) 24 ranks, ability to cast 9th-level arcane spells. OR Spellcraft 24 ranks, Knowledge (religion) 24 ranks, ability to cast 9th-level divine spells. OR Spellcraft 24 ranks, Knowledge (nature) 24 ranks, ability to cast 9th-level divine spells.

Benefit: The character may develop and cast epic spells. If the character is an arcane spellcaster, he or she may cast a number of epic spells per day equal to his or her ranks in Knowledge (arcana) divided by 10. If the character is a divine spellcaster, he or she may cast a number of epic spells per day equal to his or her ranks in Knowledge (religion) or Knowledge (nature) divided by 10.

Special: If the character meets more than one set of prerequisites, the limit on the number of spells he or she may cast per day is cumulative.

EPIC TOUGHNESS [EPIC]

Benefit: The character gains +30 hit points.

Special: A character can gain this feat multiple times. Its effects stack.

EPIC WEAPON FOCUS [EPIC]

Prerequisite: Weapon Focus in the chosen weapon.

Benefit: Add a +2 bonus to all attack rolls the character makes using the selected weapon.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat it applies to a different type of weapon.

EPIC WEAPON SPECIALIZATION [EPIC]

Prerequisites: Epic Weapon Focus, Weapon Focus, Weapon Specialization (all in the chosen weapon).

Benefit: Add +4 to all damage the character deals using the selected weapon. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different type of weapon.

EPIC WILL [EPIC]

Benefit: The character gains a +4 bonus on all Will saving throws.

EXCEPTIONAL DEFLECTION [EPIC]

Prerequisites: Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike.

Benefit: The character can deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows.

EXTENDED LIFE SPAN [EPIC]

Benefit: Add one-half the maximum result of the character's race's maximum age modifier to the character's normal middle age, old, and venerable age categories. Calculate the character's maximum age using the new venerable number. This feat can't lower the character's current age category.

Special: A character can gain this feat multiple times. Its effects stack.

FAMILIAR SPELL [EPIC]

Prerequisite: Int 25 (if the character's spellcasting is controlled by Intelligence) or Cha 25 (if the character's spellcasting is controlled by Charisma).

Benefit: Choose one arcane spell the character knows of 8th level or lower. The character's familiar can now use this spell once per day as a spell-like ability, at a caster level equal to the character's caster level. A character cannot bestow a spell to his or her familiar if the spell normally has a material component cost of more than 1 gp or an XP cost.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she can give his or her familiar a different spell-like ability or another daily use of the same spell-like ability.

FAST HEALING [EPIC]

Prerequisite: Con 25.

Benefit: The character gains fast healing 3, or the character's existing fast healing increases by 3. This feat does not stack with fast healing granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack.

FINE WILD SHAPE [WILD][EPIC]

Prerequisite: Ability to *wild shape* into a Diminutive creature.

Benefit: The character can use his or her *wild shape* to take the shape of a Fine animal.

Normal: Without this feat, a character cannot *wild shape* into an animal smaller than Tiny size.

FORGE EPIC RING [ITEM CREATION][EPIC]

Prerequisites: Forge Ring, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.

Benefit: The character can forge magic rings that exceed the normal limits for such items.

GARGANTUAN WILD SHAPE [WILD][EPIC]

Prerequisite: Ability to *wild shape* into a Huge animal.

Benefit: The character can use your *wild shape* to take the shape of a Gargantuan animal.

Normal: Without this feat, a character cannot *wild shape* into an animal greater than Huge size.

GREAT CHARISMA [EPIC]

Benefit: The character's Charisma increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

GREAT CONSTITUTION [EPIC]

Benefit: The character's Constitution increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

GREAT DEXTERITY [EPIC]

Benefit: The character's Dexterity increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

GREAT INTELLIGENCE [EPIC]

Benefit: The character's Intelligence increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

GREAT SMITING [EPIC]

Prerequisites: Cha 25, smite ability (from class feature or domain granted power).

Benefit: Whenever the character makes a successful smite attack, add twice the appropriate level to damage (rather than just the character's level).

Special: A character may select this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

GREAT STRENGTH [EPIC]

Benefit: The character's Strength increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

GREAT WISDOM [EPIC]

Benefit: The character's Wisdom increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

GROUP INSPIRATION [EPIC]

Prerequisite: Perform 30 ranks, bardic music class feature.

Benefit: The number of allies the character can affect with his or her inspire competence or inspire greatness bardic music ability doubles. When inspiring competence in multiple allies, the character can choose different skills to inspire for different allies.

Special: A character can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

HINDERING SONG [EPIC]

Prerequisite: Deafening Song, Perform 27 ranks, bardic music class feature.

Benefit: The character can use song or poetics to hinder enemy spellcasters within a 30-foot spread from the character. To successfully cast a spell within this area, a spellcaster must make a Concentration check as if he or she were casting defensively, and all such checks have a penalty equal to half the character's level. The character can choose to exclude any characters from this effect. The character may sing, play, or recite a hindering song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details). The character may keep up the hindering song for a maximum of 10 rounds. Using the hindering song counts as one of the character's uses of song or poetics for the day.

HOLY STRIKE [EPIC]

Prerequisites: Smite evil class feature, any good alignment.

Benefit: Any weapon the character wields is treated as a holy weapon (is good-aligned and deals an extra 2d6 points of damage against creatures of evil alignment). If the weapon already has an alignment, this feat has no effect on the weapon.

IGNORE MATERIAL COMPONENTS [EPIC]

Prerequisites: Eschew Materials, Spellcraft 25 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast spells without any material components. This feat does not affect the need for a focus or divine focus.

IMPROVED ALIGNMENT-BASED CASTING [EPIC]

Prerequisites: Access to domain of Chaos, Evil, Good, or Law, alignment must match domain chosen, ability to cast 9th-level divine spells.

Benefit: Select an alignment-based domain (Chaos, Evil, Good, or Law) to which the character has access. The character casts spells with that alignment descriptor at +3 caster level.

Special: This benefit overrides (does not stack with) the granted powers of the Chaos, Evil, Good, and Law domains. A character may select this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different alignment-based domain to which the character has access.

IMPROVED ARROW OF DEATH [EPIC]

Prerequisites: Dex 19, Wis 19, Point Blank Shot, Precise Shot, arrow of death class feature.

Benefit: Add +2 to the DC of the character's arrows of death. This feat may be taken multiple times. Its effects stack.

IMPROVED AURA OF COURAGE [EPIC]

Prerequisite: Cha 25, aura of courage class ability.

Benefit: The character's aura of courage grants a +8 morale bonus on saving throws against fear effects.

IMPROVED AURA OF DESPAIR [EPIC]

Prerequisite: Cha 25, aura of despair class ability.

Benefit: The character's aura of despair causes a -4 morale penalty on all saving throws.

IMPROVED COMBAT CASTING [EPIC]

Prerequisites: Combat Casting, Concentration 25 ranks.

Benefit: The character doesn't incur attacks of opportunity for casting spells when threatened.

IMPROVED COMBAT REFLEXES [EPIC]

Prerequisites: Dex 21, Combat Reflexes.

Benefit: There is no limit to the number of attacks of opportunity the character can make in one round. (the character still can't make more than one attack of opportunity for a given opportunity.)

IMPROVED DARKVISION [EPIC]

Prerequisite: Darkvision.

Benefit: The range of the character's darkvision doubles. This feat does not stack with darkvision granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

IMPROVED DEATH ATTACK [EPIC]

Prerequisites: Death attack class feature, sneak attack +5d6.

Benefit: Add +2 to the DC of the character's death attack.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED ELEMENTAL WILD SHAPE [WILD][EPIC]

Prerequisites: Wis 25, ability to *wild shape* into an elemental.

Benefit: The character's ability to *wild shape* into an elemental is expanded to include all elemental creatures (not just air, earth, fire, and water elementals) of any size that the character can take when using *wild shape* to become an animal. The character gains all extraordinary and supernatural abilities of the elemental whose form he or she takes.

Normal: Without this feat, a character may only *wild shape* into a Small, Medium-size, or Large air, earth, fire, or water elemental.

IMPROVED FAVORED ENEMY [EPIC]

Prerequisite: Five or more favored enemies.

Benefit: Add +1 to the bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks and damage rolls against all the character's favored enemies.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED HEIGHTEN SPELL [EPIC]

Prerequisites: Heighten Spell, Spellcraft 20 ranks.

Benefit: As Heighten Spell, but there is no limit to the level to which the character can heighten the spell.

Normal: Without this feat, a spell can only be heightened to a maximum of 9th level.

IMPROVED KI STRIKE [EPIC]

Prerequisites: Wis 21, *Ki* strike (adamantine).

Benefit: The character's unarmed strikes are treated as epic magic weapons for the purposes of damage reduction.

IMPROVED LOW-LIGHT VISION [EPIC]

Prerequisite: Low-light vision.

Benefit: The range of the character's low-light vision doubles. This feat does not stack with low-light vision granted by magic items or nonpermanent magical effects.

Special: This feat may be taken multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

IMPROVED MANIFESTATION [EPIC, PSIONIC]

You increase your power point reserve.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: When you select this feat, you gain 19 power points.

Special: You can gain this feat multiple times. Each time you do so, you gain an additional number of power points equal to your previous benefit +2.

IMPROVED MANYSHOT [EPIC]

Prerequisites: Dex 19, base attack bonus +21, Many-shot, Point Blank Shot, Rapid Shot

Benefits: As Manyshot, but the number of arrows the character can fire is limited only by his or her base attack bonus (two arrows, plus one arrow for every 5 points of base attack bonus above +6).

Special: Regardless of the number of arrows the character fires, he or she only applies precision-based damage (such as sneak attack damage or the ranger's favored enemy bonus) once. If the character scores a critical hit, only one of the arrows deals critical damage (character's choice); all others deal normal damage.

Normal: With the Manyshot feat, the character is limited to a maximum of four arrows fired (when the character's base attack bonus is +16 or higher).

IMPROVED METAMAGIC [EPIC]

Prerequisites: Four metamagic feats, Spellcraft 30 ranks.

Benefit: The spell slot modifier of all the character's metamagic feats is reduced by one level, to a minimum of +1. This feat has no effect on metamagic feats whose spell slot modifier is +1 or less.

Special: A character can gain this feat multiple times. The effects stack, though a character can't reduce any metamagic feat's spell slot modifier to less than +1.

IMPROVED METAPSIONICS [EPIC, PSIONIC]

You can manifest powers using metapsionic feats more easily than normal.

Prerequisites: Character level 21st, four metapsionic feats, Psicraft 30 ranks.

Benefit: Metapsionic powers you manifest cost 2 power points less than normal (to a minimum of 1 power point).

This feat has no effect on metapsionic powers that inflate the cost by only 2 power points.

Special: You can gain this feat multiple times. The effects stack, though you can't lower the cost of any metapsionic power to less than 1 power point.

IMPROVED SNEAK ATTACK [EPIC]

Prerequisite: Sneak attack +8d6.

Benefit: Add +1d6 to the character's sneak attack damage.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED SPELL CAPACITY [EPIC]

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefit: When the character selects this feat, he or she gains one spell slot per day of any level up to one level higher than the highest-level spell the character can already cast in a particular class. The character must still have the requisite ability score (10 + spell level) in order to cast any spell stored in this slot. If the character has a high enough ability modifier to gain one or more bonus spells for this spell level, he or she also gains the bonus spells for this spell level. The character must use the spell slot as a member of the class in which he or she can already cast spells of the normal maximum spell level.

Special: A character can gain this feat multiple times.

Spell Slots Above 9th Level

The Improved Spell Capacity feat allows characters to gain spell slots above 9th level (which can be used to hold lower-level spells or spells whose level has been increased beyond 9th by the use of metamagic feats).

A character with a very high score in the ability associated with his or her spellcasting (Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for bards and sorcerers) may receive bonus spells of those levels, as shown on Table: Expanded Ability Modifiers and Bonus Spells, but only if they already have at least one spell slot of that level (such as from the Improved Spell Capacity feat). A character without any spell slots of a level can't receive any bonus spells of that level, even if the appropriate ability score is high enough to award them.

Even though the table only includes ability scores up to 61 and spell slots up to 25th level, the progression continues infinitely in both directions. For ability scores beyond 61, or for spell slots above 25th level, expand the table to follow the same patterns as shown.

Table: Expanded Ability Modifiers and Bonus Spells

Score	Modifier	Spells per Day														
		10t h	11th	12th	13th	14th	15th	16t h	17th	18th	19th	20th	21st	22nd	23rd	24th
10–11	+0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
12–13	+1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
14–15	+2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
16–17	+3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
18–19	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
20–21	+5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
22–23	+6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
24–25	+7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
26–27	+8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
28–29	+9	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
30–31	+10	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—
32–33	+11	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—
34–35	+12	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—
36–37	+13	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—
38–39	+14	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—
40–41	+15	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—
42–43	+16	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—
44–45	+17	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—
46–47	+18	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—
48–49	+19	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—
50–51	+20	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—
52–53	+21	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—
54–55	+22	4	3	3	3	3	2	2	2	2	1	1	1	1	—	—
56–57	+23	4	4	3	3	3	3	2	2	2	2	1	1	1	1	—
58–59	+24	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
60–61	+25	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1

etc... .

IMPROVED SPELL RESISTANCE [EPIC]

Prerequisite: Must have spell resistance from a feat, class feature, or other permanent effect.

Benefit: The character's spell resistance increases by +2.

Special: A character can gain this feat multiple times. Its effects stack.

IMPROVED STUNNING FIST [EPIC]

Prerequisite: Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist.

Benefit: Add +2 to the DC of the character's stunning attack.

Special: This feat may be taken multiple times. Its effects stack.

IMPROVED WHIRLWIND ATTACK [EPIC]

Prerequisites: Int 13, Dex 23, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack.

Benefit: As a standard action, the character can make one melee attack for every five points of his or her base attack bonus (including epic attack bonus, round fractions down).

The character cannot attack any one opponent more than once as part of this action. These attacks (as well as all other attacks made until the start of the character's next turn) suffer a -4 penalty.

When using the Improved Whirlwind feat, the character also forfeits any bonus or extra attacks granted by other spells or abilities (such as Cleave or the haste spell).

Since these attacks are made as part of a standard action the character can't make a 5-foot step between any two of the attacks.

Normal: Without this feat, using the Whirlwind Attack feat requires a full attack action, and the character can take a 5-foot step between any two of the attacks.

INCITE RAGE [EPIC]

Prerequisites: Cha 25, greater rage class feature.

Benefit: When the character enters a rage, he or she can incite a barbarian rage in any or all allies within 60 feet. (Any ally who doesn't wish to become enraged is unaffected.) The ally gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to AC, for as long as the character remains raging. The rage of affected allies lasts a number of rounds equal to 3 + their Constitution modifier, regardless of whether they remain within 60 feet of the character. This is otherwise identical with normal barbarian rage (including the fatigue at its end).

Special: This is a mind-affecting effect.

INFINITE DEFLECTION [EPIC]

Prerequisites: Dex 25, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike.

Benefit: The character may perform any number of deflections each round, as the Deflect Arrows feat.

INSPIRE EXCELLENCE [EPIC]

Prerequisite: Perform 30 ranks, bardic music class feature.

Benefit: The character can use song or poetica to grant a bonus to one ability score to his or her allies. To be affected, an ally must hear the bard sing for 1 full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word (such as wands). Each ally to be inspired gains a +4 competence bonus to the same ability score, which the character must choose before he or she begins inspiring. Inspire excellence is a supernatural, mind-affecting ability. Use of this feat counts as one of the character's bardic music uses for the day.

Special: This feat is treated as a bardic music inspiration ability for purposes of feats that affect such abilities.

INSTANT RELOAD [EPIC]

Prerequisite: Quick Draw, Rapid Reload, Weapon Focus (crossbow type to be selected).

Benefit: The character may fire the selected type of crossbow at his or her full normal attack rate. Reloading the crossbow does not provoke attacks of opportunity.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of crossbow.

INTENSIFY SPELL [METAMAGIC][EPIC]

Prerequisites: Empower Spell, Maximize Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: All variable, numeric effects of an intensified spell are maximized, then doubled. An intensified spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. Saving throws and opposed rolls are not affected. An intensified spell uses up a spell slot seven levels higher than the spell's actual level. A character can't combine the effects of this feat with any other feat that affects the variable, numeric effects of a spell.

KEEN STRIKE [EPIC]

Prerequisites: Str 23, Wis 23, Improved Critical (unarmed strike), Improved Unarmed Strike, Stunning fist, *ki* strike (adamantine).

Benefit: The character's unarmed strike has a critical threat range of 18-20 and deals slashing damage (at the character's option any attack can deal bludgeoning damage, but cannot then take advantage of the enhanced threat range). This ability doesn't stack with other abilities that expand that character's unarmed strike's threat range.

LASTING INSPIRATION [EPIC]

Prerequisite: Perform 25 ranks, bardic music class feature.

Benefit: The effects of the character's bardic music inspiration abilities last for ten times as long as normal after he or she stops singing. This feat has no effect on inspiration abilities that have no duration after the character stops singing.

LEGENDARY CLIMBER [EPIC]

Prerequisites: Dex 21, Balance 12 ranks, Climb 24 ranks.

Benefit: The character can ignore any check penalties applied for accelerated climbing or rapid climbing.

Normal: Without this feat, a character takes a -5 penalty on Climb checks when attempting to cover his or her full speed in climbing distance in a round, or a -20 penalty when attempting to cover twice his or her speed in climbing distance in a round.

LEGENDARY COMMANDER [EPIC]

Prerequisites: Cha 25, Epic Leadership, Leadership, Diplomacy 30 ranks, must rule own kingdom and have a stronghold.

Benefit: Multiply the number of followers of each level that the character can lead by 10. This has no effect on cohorts.

LEGENDARY LEAPER [EPIC]

Prerequisite: Jump 24 ranks.

Benefit: The character need only move 5 feet in a straight line to make a running jump.

Normal: Without this feat, a character must move at least 20 feet in a straight line before attempting a running jump.

LEGENDARY RIDER [EPIC]

Prerequisite: Ride 24 ranks.

Benefit: The character doesn't take a penalty on Ride checks when riding a mount without a saddle (bareback). The character never needs to make a Ride check to control a mount in combat (and even controlling a mount not trained for combat doesn't require an action).

Normal: Without this feat, a character takes a -5 penalty on Ride checks without a saddle, and must make a Ride check to control a mount in combat (and controlling a mount not trained for combat requires a move action).

LEGENDARY TRACKER [EPIC]

Prerequisites: Wis 25, Track, Knowledge (nature) 30 ranks, Survival 30 ranks.

Benefit: The character can track creatures across water, under-water, or through the air. This adds the surfaces of water, underwater, and air to the list of surfaces found under the Track feat:

Surface	DC
Water	60
Underwater	80
r	
Air	120

LEGENDARY WRESTLER [EPIC]

Prerequisite: Str 21, Dex 21, Improved Unarmed Strike, Escape Artist 15 ranks.

Benefit: The character gains a +10 bonus on all grapple checks.

LINGERING DAMAGE [EPIC]

Prerequisite: Sneak attack +8d6, crippling strike class feature.

Benefit: Any time the character deals damage with a sneak attack, that target takes damage equal to the character's sneak attack bonus damage on the character's next turn as well.

MAGICAL BEAST COMPANION [WILD][EPIC]

Prerequisites: Knowledge (nature) 24 ranks, *wild shape* 6/day.

Benefit: The following magical beasts are added to the lists of animal companions from which you can select.

1st Level (no adjustment)

Stirge

Darkmantle

4th Level (-3)

Hippogriff

Shocker lizard

7th Level (-6)

Cockatrice
Ankheg
Griffon
Owlbear
Sea cat*

10th Level (-9)

Basilisk
Digerster
Girallon
Spider eater

13th Level (-12)

Bulette
Chimera
Remorhaz

16th Level (-15)

Gorgon
Gray render

Special: Creatures marked with an asterisk are available only in an aquatic environment.

MAGICAL BEAST WILD SHAPE [WILD][EPIC]

Prerequisites: Wis 25, Knowledge (nature) 27 ranks, *wild shape* 6/day.

Benefit: The character can use his or her normal *wild shape* ability to take the form of a magical beast. The size limitation is the same as the character's limitation on animal size. The character gains all supernatural abilities of the magical beast whose form he or she takes.

MASTER STAFF [EPIC]

Prerequisite: Craft Staff, Spellcraft 15 ranks.

Benefit: When the character activates a staff, he or she can substitute a spell slot instead of using a charge. The spell slot must be one the character has not used for the day, though the character may lose a prepared spell to emulate a wand charge (the character may not lose prepared spells from his or her school of specialty, if any). The spell slot lost must be equal to or higher in level than the specific spell stored in the staff, including any level-increasing metamagic enhancements. A character cannot emulate a charge for a staff function that does not match a specific spell.

MASTER WAND [EPIC]

Prerequisite: Craft Wand, Spellcraft 15 ranks.

Benefit: When the character activates a wand, he or she can substitute a spell slot instead of using a charge. The spell slot must be one the character has not used for the day, though he or she may lose a prepared spell to emulate a wand charge (the character may not lose prepared spells from his or her school of specialty, if any). The spell slot lost must be equal to or higher in level than the spell stored in the wand, including any level-increasing metamagic enhancements.

MIGHTY RAGE [EPIC]

Prerequisites: Str 21, Con 21, greater rage class feature, rage 5/day.

Benefit: When the character rages, he or she gains a +8 bonus to Strength and Constitution and a +4 morale bonus on Will saves. (These bonuses replace the normal rage bonuses.)

MOBILE DEFENSE [EPIC]

Prerequisites: Dex 15, Dodge, Mobility, Spring Attack, defensive stance 3/day class feature.

Benefit: While in a defensive stance, the character may take one 5-foot adjustment each round without losing the benefits of the stance.

Normal: Without this feat, a character can't move while in a defensive stance.

MULTISPELL [EPIC]

Prerequisites: Quicken Spell, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast one additional quickened spell in a round.

Special: A character can gain this feat multiple times. Its effects stack.

MULTIWEAPON REND [EPIC]

Prerequisites: Dex 15, base attack bonus +9, three or more hands, Multiweapon Fighting.

Benefit: If the character hits an opponent with two or more weapons (wielded in different hands) in the same round, he or she may automatically rend the opponent. This rending deals additional damage equal to the base damage of the smallest weapon that hit plus 1 1/2 times the character's Strength modifier. The character can only rend once per round, regardless of how many successful attacks he or she makes.

Special: This feat replaces the Two-Weapon Rend feat for creatures with more than two arms.

MUSIC OF THE GODS [EPIC]

Prerequisites: Cha 25, Perform 30 ranks, bardic music class feature.

Benefit: The character's bardic music can affect even those normally immune to mind-affecting effects. However, such creatures gain a +10 bonus on their Will saves to resist such effects.

NEGATIVE ENERGY BURST [DIVINE][EPIC]

Prerequisites: Cha 25, ability to rebuke or command undead, ability to cast *inflict critical wounds*, any evil alignment.

Benefit: The character can use one rebuke or command undead attempt to unleash a wave of negative energy in a 60-foot-burst. Roll a normal rebuke (or command) check, except that the negative energy burst affects living creatures rather than undead. Any creature that would be rebuked by this result gains one negative level. Any creature that would be commanded by this check gains two negative levels. The Fortitude save DC to remove these levels one day later is equal to $10 + 1/2$ the character's effective turning level + the character's Charisma modifier.

OVERWHELMING CRITICAL [EPIC]

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

Benefit: When using the weapon the character has selected, he or she deals an extra 1d6 points of bonus damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d6 points of bonus damage instead, and if the multiplier is x4, add +3d6 points of bonus damage instead. Creatures immune to critical hits can't be affected by this feat.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of weapon.

PENETRATE DAMAGE REDUCTION [EPIC]

Select a special material, such as adamantine.

Benefit: The character melee weapons (including natural weapons) are treated as being crafted from the chosen special material for the purposes of bypassing the damage reduction of any creature the character strikes. None of the other special properties of special materials are gained by the character's melee weapons.

Special: A character can gain this feat multiple times. Each time the feat is selected the character selects a different special material. The character's melee attacks are treated as being crafted of all chosen materials for the purposes of bypassing damage reduction.

PERFECT HEALTH [EPIC]

Prerequisite: Con 25, Great Fortitude.

Benefit: The character is immune to all nonmagical diseases, as well as to all poisons whose Fortitude save DC is 25 or less.

PERFECT MULTIWEAPON FIGHTING [EPIC]

Prerequisite: Dex 25, three or more hands, Greater Multiweapon Fighting, Multiweapon Fighting.

Benefit: The character can make as many attacks with each extra weapon as with his or her primary weapon, using the same base attack bonus. The character still takes the normal penalties for fighting with two weapons.

Normal: A creature without this feat can make only one attack per round with each extra weapon (or two attacks per round with each weapon if it has Multiweapon Fighting, or three attacks per round with each extra weapon if it has Greater Multiweapon Fighting). Each attack after the first extra attack has a cumulative -5 penalty.

Special: This feat replaces the Perfect Two-Weapon Fighting feat for creatures with more than two arms.

PERFECT TWO-WEAPON FIGHTING [EPIC]

Prerequisites: Dex 25, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: The character can make as many attacks with his or her off-hand weapon as with his or her primary weapon, using the same base attack bonus. The character still takes the normal penalties for fighting with two weapons.

Normal: Without this feat, a character can only get a single attack with an off-hand weapon (or two attacks with an off-hand weapon if he or she has Improved Two-Weapon Fighting, or three attacks with an off-hand weapon if he or she has Greater Two-Weapon Fighting).

PERMANENT EMANATION [EPIC]

Prerequisites: Spellcraft 25 ranks, ability to cast the spell to be made permanent.

Benefit: Designate any one of the character's spells whose area is an emanation from the character. This spell's effect is permanent (though the character can dismiss or restart it as a free action). Effects that would normally dispel this spell instead suppress it for 2d4 rounds.

Special: This feat may be taken multiple times. Each time, select a different spell to become permanent.

PLANAR TURNING [EPIC]

Prerequisites: Wis 25, Cha 25, ability to turn or rebuke undead.

Benefit: The character can turn or rebuke outsiders as if they were undead. An outsider has effective turn resistance equal to half its spell resistance (round down). If the character can turn undead, he or she turns (or destroys) all evil outsiders and rebukes (or commands) all nonevil outsiders. If the character can rebuke undead, he or she rebukes (or commands) all evil outsiders and turns (or destroys) all nonevil outsiders.

PLANT WILD SHAPE [WILD][EPIC]

Prerequisites: Knowledge (nature) 24 ranks, *wild shape* 4/day.

Benefit: The character can use his or her normal *wild shape* ability to take the form of a plant. The size limitation is the same as the character's limitation on animal size.

POLYGLOT [EPIC]

Prerequisites: Int 25, Speak Language (five languages).

Benefit: The character can speak all languages. If the character is literate, he or she can also read and write all languages (not including magical script).

POSITIVE ENERGY AURA [EPIC]

Prerequisites: Cha 25, ability to turn undead, ability to cast *dispel evil*.

Benefit: Every undead creature that comes within 15 feet of the character is automatically affected as if the character had turned it. This doesn't cost a turning attempt, and the character doesn't have to roll turning damage (it automatically affects all undead in a 15-foot burst), but it only turns undead with Hit Dice equal to or less than the character's effective cleric level minus 10 (and automatically destroys undead with Hit Dice equal to or less than the character's effective cleric level minus 20). Just as with normal turning, the character can't affect undead that have total cover relative to him or her.

POWER KNOWLEDGE [EPIC, PSIONIC]

You add two additional powers to your list of powers known.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: You learn two new powers of any level up to the highest level of power you can manifest. The powers you select must be on your class list or the list for your discipline.

Special: You can gain this feat multiple times. Each time, you learn two new powers at any level up to the highest level of power you can manifest.

PSICRYSTAL POWER [EPIC, PSIONIC]

Your psicrystal can manifest a power.

Prerequisites: Character level 21st, Intelligence 25 or Charisma 25 (depending on which is your key ability score for manifesting).

Benefit: Choose one power you know of 8th level or lower. Your psicrystal can now manifest this power once per day at your manifester level (the psicrystal gains sufficient power points to manifest the power once). You cannot bestow a power upon your psicrystal if the power normally has any experience point cost.

Special: You can gain this feat multiple times. Each time you take the feat, you can give your psicrystal knowledge of a new

power (and it gains sufficient power points to manifest that power once).

All power points gained by a psicrystal from multiple applications of this feat go into its reserve and can be used to manifest the powers it knows as you desire.

RANGED INSPIRATION [EPIC]

Prerequisite: Bardic music class feature, Perform 25 ranks

Benefit: Double the range of any bardic music ability that has a range. (If the creature must hear the bard to be affected by the ability, that requirement doesn't change regardless of any extended range the bard's ability may have.)

Special: A character can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

RAPID INSPIRATION [EPIC]

Prerequisite: Perform 25 ranks, bardic music class feature.

Benefit: The character can use any of his or her bardic music inspiration abilities as a standard action. The inspiration takes effect immediately after the character concludes the action.

REACTIVE COUNTERSONG [EPIC]

Prerequisite: Combat Reflexes, Perform 30 ranks, bardic music class feature.

Benefit: The character can begin a countersong at any time, even when it isn't his or her turn (much like a wizard who has readied a counterspell action), though the character doesn't have to ready an action to do so. The character can't use Reactive Countersong at the same time he or she is using another bardic music ability (though the character could stop the other bardic music ability to begin Reactive Countersong if so desired).

Normal: Without this feat, a character can only use counter-song on his or her turn.

REFLECT ARROWS [EPIC]

Prerequisites: Dex 25, Deflect Arrows, Improved Unarmed Strike.

Benefit: When the character deflects an arrow or other ranged attack, the attack is reflected back upon the attacker at the character's base ranged attack bonus.

RIGHTEOUS STRIKE [EPIC]

Prerequisites: Wis 19, Improved Unarmed Strike, Stunning Fist, any lawful alignment.

Benefit: The character's unarmed strike is treated as an axiomatic weapon (it is lawfully aligned and deals an extra 2d6 points of damage against creatures of chaotic alignment). This ability doesn't stack with similar abilities.

RUINOUS RAGE [EPIC]

Prerequisites: Str 25, Improved Sunder, Power Attack, rage 5/day.

Benefit: While in a rage, the character ignores the hardness of any object he or she strikes. Also, double the character's Strength bonus for the purposes of any Strength check made to break an object with sudden force rather than by dealing normal damage (including bursting bindings, such as ropes or manacles).

SCRIBE EPIC SCROLL [ITEM CREATION][EPIC]

Prerequisites: Scribe Scroll, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Benefit: The character can scribe scrolls that exceed the normal limits for such items. Even this feat does not allow the character to scribe a scroll with an epic spell.

SELF-CONCEALMENT [EPIC]

Prerequisites: Dex 30, Hide 30 ranks, Tumble 30 ranks, improved evasion.

Benefit: Attacks against the character have a 10% miss chance, similar to the effect of concealment. The character loses this benefit whenever he or she would lose his or her Dexterity bonus to AC.

Special: This feat may be taken multiple times. Each time it is taken, the miss chance increases by 10% to a maximum of 50% after it has been taken five times.

SHATTERING STRIKE [EPIC]

Prerequisites: Epic Weapon Focus (unarmed strike), Weapon Focus (unarmed strike), Concentration 25 ranks, *ki* strike (adamantine).

Benefit: When using an unarmed strike to attempt to break an object with sudden force (rather than by dealing normal damage), make a Concentration check rather than a Strength check. The break DC remains the same. Using Shattering Strike

is a full-round action that incurs attacks of opportunity. The character can't use Shattering Strike to escape bonds (unless he or she is so bound as to allow the character to make an unarmed strike against his or her bindings).

SNEAK ATTACK OF OPPORTUNITY [EPIC]

Prerequisites: Sneak attack +8d6, opportunist class feature.

Benefit: Any attack of opportunity the character makes is considered a sneak attack.

SPECTRAL STRIKE [EPIC]

Prerequisites: Wis 19, ability to turn or rebuke undead.

Benefit: The character's attacks deal damage normally against incorporeal creatures.

Normal: Without this feat, even attacks that can damage an incorporeal creature have a 50% chance to deal no damage.

SPELL KNOWLEDGE [EPIC]

Prerequisite: Ability to cast spells of the maximum normal spell level of an arcane spellcasting class.

Benefit: The character learns two new arcane spells of any level up to the maximum level he or she can cast. This feat does not grant any additional spell slots.

Special: A character can gain this feat multiple times.

SPELL OPPORTUNITY [EPIC]

Prerequisites: Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 25 ranks.

Benefit: Whenever the character is allowed an attack of opportunity, he or she may cast (and attack with) a touch spell as the character's attack of opportunity. This incurs attacks of opportunity just as if the character had cast the spell normally.

Normal: Without this feat, a character can only make a melee attack as an attack of opportunity.

SPELL STOWAWAY [EPIC]

Prerequisites: Spellcraft 24 ranks, caster level 12th.

Benefit: Choose a spell-like ability the character knows, or a spell the character can cast. The character is attuned to the magic he or she chooses. If another spellcaster within 300 feet of the character uses this magic, the character also immediately gains the magic's effect as if it had been used on the character by the same caster. The character must have direct line of effect to the spellcaster in order to gain the benefit of the attuned magic (though the character does not have to know the spellcaster is present, and he or she can be flat-footed). The magic's duration, effect, and other specifics are determined by its original caster's level.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different spell or spell-like ability.

SPELLCASTING HARRIER [EPIC]

Prerequisite: Combat Reflexes.

Benefit: Any spellcaster the character threatens in melee provokes an attack of opportunity if he or she tries to cast defensively. The character gets a +4 bonus on this attack roll.

SPONTANEOUS DOMAIN ACCESS [EPIC]

Prerequisites: Wis 25, Spellcraft 30 ranks, ability to cast 9th-level divine spells.

Benefit: Select a domain the character has access to. The character may spontaneously convert any prepared cleric spell (except a domain spell) into a domain spell of the same level in the selected domain, just as a cleric channels energy to convert spells into *cure* spells.

Special: A character can gain this feat multiple times. Each time a character takes the feat, it applies to a different domain.

SPONTANEOUS SPELL [EPIC]

Prerequisite: Spellcraft 25 ranks, ability to cast the maximum normal spell level of at least one spell-casting class.

Benefit: Select a spell the character can cast. The character may spontaneously convert any prepared spell of the selected spell's level into the selected spell, just as a cleric channels energy to convert spells into *cure* spells.

Special: A character can gain this feat multiple times. Each time he or she takes the feat, it applies to a different spell.

STORM OF THROWS [EPIC]

Prerequisite: Dex 23, Point Blank Shot, Quick Draw, Rapid Shot.

Benefit: As a full-round action, the character may throw a light weapon at his or her full base attack bonus at each opponent within 30 feet. All light weapons thrown need not be the same type.

SUPERIOR INITIATIVE [EPIC]

Prerequisite: Improved Initiative.

Benefit: The character gets a +8 bonus on initiative checks. This bonus overlaps (does not stack with) the bonus from Improved Initiative.

SWARM OF ARROWS [EPIC]

Prerequisites: Dex 23, Point Blank Shot, Rapid Shot, Weapon Focus (type of bow used).

Benefit: As a full-round action, the character may fire an arrow at his or her full base attack bonus at each opponent within 30 feet.

TERRIFYING RAGE [EPIC]

Prerequisites: Intimidate 25 ranks, rage 5/day

Benefit: While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if it has HD less than your character level) or shaken (if it has HD equal to or up to twice your character level) for 4d6 rounds. An enemy with Hit Dice greater than twice your character level is not affected by this feat.

TENACIOUS MAGIC [EPIC]

Prerequisites: Spellcraft 15 ranks.

Benefit: Choose one spell the character knows or spell-like ability the character possesses. Whenever the chosen form of magic would otherwise end due to a *dispel* effect, the magic is instead only suppressed for 1d4 rounds. The magic still ends when its duration expires, but the suppressed rounds do not count against its duration. The character can dismiss his or her own spell or spell-like ability (if dismissible) or dispel his or her own tenacious magic normally.

Special: A character can gain this feat multiple times. Each time he or she takes the feat, it applies to a different spell or spell-like ability.

THUNDERING RAGE [EPIC]

Prerequisites: Str 25, rage 5/day.

Benefit: Any weapon the character wields while in a rage is treated as a thundering weapon. The DC of the Fortitude save to resist deafness is equal to $10 + 1/2$ the character's level. This ability does not stack with similar abilities.

TRAP SENSE [EPIC]

Prerequisites: Search 25 ranks, Spot 25 ranks, trapfinding class ability.

Benefit: If the character passes within 5 feet of a trap, he or she is entitled to a Search check to notice it as if the character was actively looking for it.

TWO-WEAPON REND [EPIC]

Prerequisites: Dex 15, base attack bonus +9, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: If the character hits an opponent with a weapon in each hand in the same round, he or she may automatically rend the opponent. This deals additional damage equal to the base damage of the smaller weapon plus $1 \frac{1}{2}$ times the character's Strength modifier. Base weapon damage includes an enhancement bonus on damage, if any. The character can only rend once per round, regardless of how many successful attacks he or she makes.

UNCANNY ACCURACY [EPIC]

Prerequisites: Dex 21, base attack bonus +11, Point Blank Shot, Precise Shot, Improved Precise Shot, Spot 20 ranks.

Benefit: The character's ranged attacks ignore the miss chance granted to targets by total concealment. The character must aim his or her attacks at the correct square to gain advantage of this feat.

Normal: Without this feat, characters suffer a 50% miss chance when making a ranged attack against a target with total concealment.

Special: A character with at least 11 levels of ranger can qualify for this feat even if he or she does not have the prerequisites for it, but can only use it when wearing light or no armor.

UNDEAD MASTERY [DIVINE][EPIC]

Prerequisites: Cha 21, ability to rebuke or command undead.

Benefit: The character may command up to ten times his or her level in HD of undead.

UNHOLY STRIKE [EPIC]

Prerequisites: Smite good class feature, any evil alignment.

Benefit: Any weapon the character wields is treated as an unholy weapon (it is evil-aligned and deals an extra 2d6 points of damage against creatures of good alignment). This ability doesn't stack with similar abilities. If the weapon already has an alignment, this feat has no effect on the weapon.

VERMIN WILD SHAPE [WILD][EPIC]

Prerequisites: Knowledge (nature) 24 ranks, *wild shape* 6/day.

Benefit: The character can use his or her normal *wild shape* ability to take the form of a vermin. The size limitation is the same as the character's limitation on animal size.

VORPAL STRIKE [EPIC]

Prerequisites: Str 25, Wis 25, Improved Critical (unarmed strike), Improved Unarmed Strike, Keen Strike, Stunning Fist, *ki* strike (adamantine).

Benefit: The character's unarmed strike is considered to be a slashing vorpal weapon. (At the character's option, any unarmed strike can do bludgeoning damage instead, but it loses the vorpal quality.) This ability doesn't stack with similar abilities.

WIDEN AURA OF COURAGE [EPIC]

Prerequisite: Cha 25, aura of courage class ability.

Benefit: The character's aura of courage extends to all allies within 100 feet of the character.

WIDEN AURA OF DESPAIR [EPIC]

Prerequisite: Cha 25, aura of despair class ability.

Benefit: The character's aura of despair extends to all allies within 100 feet of the character.

ZONE OF ANIMATION [DIVINE][EPIC]

Prerequisite: Cha 25, Undead Mastery, ability to rebuke or command undead.

Benefit: The character can use a rebuke or command undead attempt to animate corpses within range of his or her rebuke or command attempt. The character animates a total number of HD of undead equal to the number of undead that would be commanded by the character's result (though the character can't animate more undead than there are available corpses within range). The character can't animate more undead with any single attempt than the maximum number he or she can command (including any undead already under his or her command). These undead are automatically under the character's command, though his or her normal limit of commanded undead still applies. If the corpses are relatively fresh, the animated undead are zombies. Otherwise, they are skeletons.

These feats are not epic feats, so they may be selected by character any time he or she could select a new feat.

GREATER MULTIWEAPON FIGHTING [GENERAL]

Prerequisites: Dex 19, three or more arms, Improved Multiweapon Fighting, Multiweapon Fighting, base attack bonus +15.

Benefit: The creature may make up to three extra attacks with each extra offhand weapon it wields, albeit at a -10 penalty on the third attack with each weapon.

Special: This feat replaces the Greater Two-Weapon Fighting feat for creatures with more than two arms.

IMPROVED FLYBY ATTACK [GENERAL]

Prerequisite: Fly speed, Dodge, Flyby Attack, Mobility.

Benefit: If the standard action taken by a creature during a round in which it uses Flyby Attack is a melee attack, the creature provokes no attacks of opportunity from moving out of squares threatened by its target.

Normal: Without this feat, a creature making an attack as part of a Flyby Attack maneuver provokes attacks of opportunity as normal from moving out of squares threatened by its target.

IMPROVED MULTIATTACK [GENERAL]

Prerequisite: Three or more natural weapons, Multiattack

Benefit: The creature's secondary attacks with natural weapons have no penalty. They still add only one-half the creature's Strength bonus, if any, to damage dealt.

Normal: Without this feat, the creature's secondary natural attacks have a -5 penalty (or a -2 penalty if it has the Multiattack feat).

IMPROVED MULTIWEAPON FIGHTING [GENERAL]

Prerequisites: Dex 15, three or more arms, Multiweapon Fighting, base attack bonus +9.

Benefit: In addition to the single extra attack a creature gets with each extra weapon from Multiweapon Fighting, it gets a second attack with each extra weapon, albeit at a -5 penalty.

Normal: With only Multiweapon Fighting, a creature can only get a single attack with each extra weapon.

Special: This feat replaces the Improved Two-Weapon Fighting feat for creatures with more than two arms.

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EPIC SPELLS

WHAT ARE EPIC SPELLS?

Epic spells are spells developed from the ground up using a list of magical ingredients called seeds. Despite their power, epic spells still follow the basic rules for casting spells, except as specifically noted otherwise. Epic casters can manipulate the seeds of true magic, but knowing the seeds and how to manipulate them does not instantly grant ultimate power. Each epic spell must be laboriously developed before it can be used.

ACQUIRING EPIC SPELLS

A character with the Epic Spellcasting feat may start acquiring epic spells immediately. Using epic spells is a two-step procedure: development and spellcasting.

EPIC SPELL DEVELOPMENT

Before it can be cast, an epic spell must be developed. The process of development can be a time-consuming and expensive process. It is during development that a caster determines whether a given epic spell lies within his or her abilities or beyond them. The basis of that determination lies in an epic spell's Spellcraft DC.

The easiest way to develop an epic spell is to use one already given. The description of each of these unique spells gives the amount of gold, time, and experience points required to develop the spell. If a character pays a spell's development cost, he or she develops (and thus knows) that spell.

For information on developing an epic spell completely from scratch, see Developing Unique Epic Spells, below.

EPIC SPELLCASTING

Once an epic spell is developed, the caster knows the spell. A developed epic spell becomes an indelible part of the caster and may be prepared without a spellbook (if a wizard is the caster). Characters who cast spells spontaneously, such as sorcerers, can cast a developed epic spell by using any open epic spell slot. Druids, clerics, and similar spellcasters can likewise prepare epic spells using epic spell slots.

A spellcaster can prepare or cast any epic spell he or she knows as many times per day as he or she has available epic spell slots. A spellcaster who can cast epic spells has a number of open epic spell slots per day equal to one-tenth his or her ranks in the Knowledge skill appropriate to the spell and the caster's class. Knowledge (arcana) is appropriate for arcane casters, and Knowledge (religion) or Knowledge (nature) is appropriate for divine casters. The rules for rest between casting a day's allotment of epic spells are the same as for rest required to prepare standard spells. If the caster doesn't use up a day's allotment of epic spell slots, the unused slots remain available whether or not the spellcaster receives appropriate rest.

Even if the epic spell has been developed and an epic spell slot is available, successfully casting an epic spell isn't assured. The caster's Spellcraft skill modifier is vital for casting an epic spell. To cast an epic spell, a spellcaster makes a Spellcraft check against the epic spell's Spellcraft DC. If the check succeeds, the spell is cast. If the caster fails the check, the epic spell fizzles and the epic spell slot is used for the day.

Because epic spells require Spellcraft checks, a spell is beyond the caster's ability if the final Spellcraft DC is greater than $20 + \text{the spellcaster's Spellcraft modifier}$. Epic spells with DCs higher than $10 + \text{the spellcaster's Spellcraft modifier}$ are risky; a caster can take 10 when casting an epic spell, but he or she can't take 20. When routinely casting epic spells, most spellcasters take 10 on their Spellcraft checks.

Epic Spell Levels: Epic spells have no fixed level. However, for purposes of Concentration checks, spell resistance, and other possible situations where spell level is important, epic spells are all treated as if they were 10th-level spells.

Metamagic, Items, and Epic Spells: Metamagic feats and other epic feats that manipulate normal spells cannot be used with epic spells.

A character can't craft a magic item that casts an epic spell, regardless of whether the item is activated with spell completion, a spell trigger, a command word, or simple use. Only major artifacts, which are beyond the means of even epic characters to create, can possibly contain magic of this power.

The saving throw against a character's epic spell has a DC of $20 + \text{the character's relevant ability score modifier}$. It's possible to develop epic spells that have even higher DCs, however, by applying the appropriate factor.

EPIC SPELL TERMS

Epic Spell: Spells that are different from common spells. Epic spells are usually custom-made. Epic spells do not take up normal spell slots, but instead are gained and used under a completely separate progression.

Epic Spell Slots: A character must have an available epic spell slot to prepare or cast an epic spell, just as he or she needs a normal spell slot for a nonepic spell. A character doesn't gain epic spell slots by virtue of his or her level and class, however. A character gets one epic spell slot for every 10 ranks he or she has in the relevant Knowledge skill.

Factor: When creating an epic spell, a character can modify the basic use of a seed. Each modification is called a factor, and most factors increase the difficulty of casting the spell.

Mitigating Factor: The opposite of a normal factor, a mitigating factor modifies the spell but makes it easier to cast.

Seed: Every custom epic spell created by spellcasters begins with a base effect called a seed. Seeds are the fundamental building blocks of epic spells.

Spellcraft DC: For epic spells, the Spellcraft DC is a measure of how difficult the spell is for a spellcaster to cast. It also measures how powerful an epic spell is.

EPIC SPELL FORMULAS AND CALCULATIONS

The following formulas are important to epic spellcasters.

Epic Spells Per Day: Knowledge (arcana), Knowledge (religion), or Knowledge (nature) ranks $\div 10$ (round down).

To Cast an Epic Spell: Spellcraft check (DC = epic spell's Spellcraft DC).

Level of an Epic Spell: Epic spells are considered 10th level for the purpose of Concentration checks, spell resistance, and other determinations.

Saving Throw for an Epic Spell: DC = 20 + key ability modifier.

DISPELLING, EPIC SPELLS, AND ANTIMAGIC FIELD

A lucky nonepic spellcaster casting *greater dispel magic* might be able to dispel an epic spell. The game mechanics do not change, and epic spells do not occupy any privileged position allowing them to resist being dispelled other than their presumably high caster level. Likewise, epic spells using the *dispel* seed can dispel nonepic spells. Such epic spells use the same game mechanic: The check to dispel is 1d20 + a specified number (usually dispeller's level), and the DC is 11 + the spellcaster's level.

Antimagic field does not automatically suppress epic spells as it does standard spells. Instead, each time an epic spell is subject to an *antimagic field*, make a dispel check as a 20th-level caster (1d20 + 20). The epic spell has a DC of 11 + the epic spell's spellcaster level. If the suppression check is successful, the epic spell is suppressed like any other spell. If the dispel check is unsuccessful, the epic spell functions normally.

EPIC SPELL DESCRIPTIONS

Each epic spell description follows the same format used for 0- to 9th-level spells. There are two additional entries for epic spells: Spellcraft DC and To Develop.

Spellcraft DC: This is the DC of the Spellcraft check required to cast the epic spell. When casting an epic spell, the character gains a +5 bonus on his or her Spellcraft check if the base seed of the epic spell is from the character's arcane school specialty or primary psionic discipline. The character takes a -15 penalty if the epic spell seed is from his or her prohibited arcane school.

To Develop: The first part of this entry shows the resources in gold, time, and experience points a character must expend to develop the spell shown. If the character expends the resources, he or she develops the spell if he or she has access to all the seeds. Spells containing the *life* or *heal* seed are typically only available to those with 24 or more ranks in Knowledge (religion) or Knowledge (nature). The rest of the development entry details the seeds and factors used to create the epic spell. This information is provided as an example for characters when they attempt to create and develop their own unique epic spells.

Animus Blast

Evocation [Cold]

Spellcraft DC: 50

Components: V, S

Casting Time: 1 standard action

Range: 300 ft.

Area: 20-ft.-radius hemisphere burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 450,000 gp; 9 days; 18,000 XP. Seeds: *energy* (DC 19), *animate dead* (DC 23). Factors: set undead type to skeleton (-12 DC), 1-action casting time (+20 DC).

When this spell is cast, enemies within range are dealt 10d6 points of cold damage. However, up to twenty of those victims that perish as a result of this blast are then instantly animated as Medium skeletons. These skeletons serve the character indefinitely. The character cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow the character to exceed the normal limit for controlled undead work just as well with undead created with *animus blast*.

Animus Blizzard

Evocation [Cold]

Spellcraft DC: 78

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Area: 20-ft.-radius hemisphere burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 702,000 gp; 15 days; 28,080 XP. Seeds: *energy* (DC 19), *animate dead* (DC 23). Factors: increase damage to 30d6 (+40 DC), set undead type to wight (-4 DC).

When this spell is cast, enemies within range are dealt 30d6 points of cold damage. However, up to five victims that perish as a result of this blast are then instantly animated as wights. These five wights serve the character indefinitely. The character cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow the character to exceed the normal limit for controlled undead work just as well with undead created with *animus blizzard*.

Contingent Resurrection

Conjuration (Healing)

Spellcraft DC: 52

Components: V, S , D F

Casting Time: 1 minute

Range: Touch

Target: You or creature touched

Duration: Contingent until expended, then instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

To Develop: 468,000 gp; 10 days; 18,720 XP. Seed: *life* (DC 27). Factor: activates when subject is slain (+25 DC).

Contingent resurrection returns the subject to life if he or she is slain. Once cast, the spell remains quiescent and does not activate until the trigger conditions have been met (but each day it remains untriggered, it uses up an epic spell slot, even if the character cast it on another creature). Once triggered, the spell is expended. If the subject is killed (the trigger), he or she is restored to life and complete health 1 minute later, so long as even a tiny bit of dust remains for *contingent resurrection* to act upon. A shaft of light shines down from the heavens, illuminating the subject and everything within 20 feet. The creature is restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level (or 1 point of Constitution if the subject was 1st level). *Contingent resurrection* does not work on a creature that has died of old age.

Create Living Vault (Ritual)

Conjuration (Creation)

Spellcraft DC: 58

Components: V, S, XP

Casting Time: 100 days, 11 minutes

Range: 0 ft.

Effect: One living vault, 50 ft. by 50 ft. by 10 ft.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

To Develop: 540,000 gp; 11 days; 21,600 XP. Seeds: *animate* (DC 25) large chunk of stone, *fortify* (DC 27). Factors: allow vault to “grow” to proper size after created in 4d4 days (ad hoc +20 DC), increase HD of object by 92 (+184 DC), grant magical immunity (ad hoc +105 DC), increase damage reduction to 15 (+28 DC) and to /epic (+15 DC), make permanent (x5 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC), increase casting time by 100 days (-200 DC), 9d6 backlash (-9 DC), seven additional casters contributing one epic spell slot (-133 DC), burn 20,000 XP per epic caster (-1,600 DC).

The character creates a construct known as a living vault to protect and hide his or her treasures. Upon completion, the vault initially measures only 5 feet on a side, but it gradually increases to its proper size over the following 4d4 days. The vault is attuned to the character, allowing him or her alone entrance and egress in a manner similar to a *dimension door* spell. When the character desires the vault to hide itself, he or she gives it a simple command. To summon the vault, the character may cast a *send* spell or arrange some other manner to contact it.

XP Cost: 20,000 XP.

Crown of Vermin

Conjuration (Summoning)

Spellcraft DC: 56

Components: V, S

Casting Time: 1 minute

Range: Personal

Effect: Aura of one thousand insects that surrounds you in a 10-ft.-radius spread

Duration: 20 rounds (D)

Saving Throw: None (see text)

Spell Resistance: No

To Develop: 504,000 gp; 11 days; 20,160 XP. Seeds: *summon* (DC 14), *fortify* (DC 17). Factors: summon vermin mass instead of one creature (ad hoc +8 DC), grant damage reduction 1/epic (+15 DC), allow mass to move at your speed (ad hoc +2 DC), perfect control of vermin (ad hoc +2 DC). Mitigating factor: change range to personal (-2 DC).

After casting *crown of vermin*, one thousand venomous, biting and stinging spiders, scorpions, beetles, and centipedes erupt from the very air around the character. This swarm forms a living aura around the character to a radius of 10 feet. The character is immune to his or her own *crown of vermin*. The swarm goes where the character goes at his or her speed, even if the character takes to the air or water (though water drowns the vermin after 1 full round of immersion, unless the spell is cast underwater, in which case aquatic or marine vermin answer the call and cannot leave the water). Each vermin in the *crown of vermin* bites a creature who enters the area occupied by the effect (or the character forces the effect into an area occupied by another creature) for 1 point of damage, and then dies. Each victim takes enough points of damage to kill it, destroying that number of vermin in the process. Victims get a Reflex saving throw each round to avoid the full press, and if successful, take only 10d10 bites (and 10d10 points of damage). A total of 1,000 points of damage can be dealt to those who fall prey to the *crown of vermin*. The vermin have damage reduction 1/epic, so the vermin's natural weapons are treated as epic for the purpose of overcoming damage reduction. If there aren't enough vermin to kill all the creatures in the spell's effect, the creature with the fewest hit points is affected first, then the creature with the second fewest hit points, and so on. After all creatures that can be killed have been killed, any remaining damage is distributed among the survivors equally.

The character has utter control over the vermin in his or her aura, and can force them into areas that would normally deter common vermin. The character can completely suppress his or her vermin aura as a free action so that no vermin are visible at all. The time that vermin are suppressed does not count toward the spell's duration. Alternatively, the character can roughly shape and move the vermin in any fashion he or she desires within the limits of the 10-foot-radius spread as a move-equivalent action. The vermin cannot be wrested from the character's control through any means. The vermin make all saving throws to avoid damaging effects using the character's base saving throw bonuses. They gain the character's spell resistance, if any, and they get saving throws against spells that would otherwise automatically slay vermin. A character can see through his or her *crown of vermin* without difficulty, but gains one-half concealment against enemy attacks launched both outside and within the character's *crown of vermin*.

Damnation

Enchantment (Compulsion) [Teleportation] [Mind-Affecting]

Spellcraft DC: 97

Components: V, S, XP

Casting Time: 1 standard action

Target: Creature touched

Duration: Instantaneous (20 hours for compulsion)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

To Develop: 873,000 gp; 18 days; 34,920 XP. Seeds: *foresee* (to preview likely hellscape) (DC 17), *transport* (DC 27), *compel* (to keep target in hell) (DC 19). Factors: interplanar travel (+4 DC), unwilling target (+4 DC), 1-action casting time (+20 DC), +15 to DC of subject's save (+30 DC). Mitigating factor: burn 2,400 XP (-24 DC).

The character sends his or her foe to hell. If the character succeeds at a melee touch attack, the target must succeed at a Will saving throw (DC = the standard epic spell DC + 15). If he or she fails this saving throw, he or she is sent straight to a layer of a lawful evil plane (or a chaotic evil plane, at the character's option) swarming with fiends. The subject will not willingly leave the plane for 20 hours, believing that his or her predicament is a just reward for an ill-spent life. Even after the compulsion fades, he or she must devise his or her own escape from the plane. Unless the GM devises a specific location and scenario in the Nine Hells, the subject encounters a group of 1d4 pit fiends (or balors, if in a chaotic evil plane) every hour he or she spends in hell.

XP Cost: 2,000 XP.

Demise Unseen

Necromancy (Death, Evil), Illusion (Figment)

Spellcraft DC: 80

Components: V, S

Casting Time: 1 standard action

Range: 300 ft.

Target: One creature of up to 80 HD

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

To Develop: 738,000 gp; 15 days; 29,520 XP. Seeds: *slay* (DC 25), *animate dead* (DC 23), *delude* (DC 14). Factors: change undead type to ghoul (-10 DC), apply to all five senses ($+8$ DC), 1-action casting time ($+20$ DC).

The character instantly slays a single target and at the same moment animate the body so that it appears that nothing has happened to the creature. The target's companions (if any) do not immediately realize what has transpired. The target receives a Fortitude saving throw to survive the attack. If the save fails, the target remains in its exact position with no apparent ill effects. In reality, it is now a ghoul under the character's control. The target's companions notice nothing unusual about the state of the target until they interact with it, at which time each companion receives a Will saving throw to notice discrepancies. The ghoul serves the character indefinitely. The character cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow the character to exceed the normal limit for controlled undead work just as well with undead created with *demise unseen*.

Dire Winter

Evocation [Cold]

Spellcraft DC: 319

Components: V, S , X P

Casting Time: 1 minute

Range: 1,000 ft.

Area: 1,000-ft.-radius emanation

Duration: 20 hours

Saving Throw: None

Spell Resistance: None

To Develop: 2,871,000 gp; 58 days; 114,840 XP. Seed: *energy* (emanate 2d6 cold in 10-ft. radius) (DC 19). Factor: 100 times increase in base area ($+400$ DC). Mitigating factor: burn 10,000 XP (-100 DC).

The creature or object targeted emanates bitter cold to a radius of 1,000 feet for 20 hours. The emanated cold deals 2d6 points of damage per round against unprotected creatures (the target is susceptible if not magically protected or otherwise resistant to the energy). The intense cold freezes water out of the air, causing constant snowfall and wind. The snow and wind produce a blizzard effect within the area.

XP Cost: 10,000 XP.

Dragon Knight (Ritual)

Conjuration (Summoning) [Fire]

Spellcraft DC: 38

Components: V, S, Ritual

Casting Time: 1 standard action

Range: 75 ft.

Effect: One summoned adult red dragon

Duration: 20 rounds (D)

Saving Throw: None (see text)

Spell Resistance: No

To Develop: 342,000 gp; 7 days; 13,680 XP. Seed: *summon* (DC 14). Factors: summon creature other than outsider ($+10$ DC), summon CR 14 creature ($+24$ DC), 1-action casting time ($+20$ DC). Mitigating factor: two additional casters contributing 8th-level spell slots (-30 DC).

This spell summons an adult red dragon. It appears where the character designates and acts immediately. It attacks the character's opponents to the best of its abilities (on the first round, it prefers to breathe fire on an enemy, if possible). The character can direct the dragon not to attack, to attack particular enemies, or to perform other actions. This is a ritual spell requiring two other spellcasters, each of which must contribute an unused 8th-level spell slot to the casting.

Dragon Strike (Ritual)

Conjuration (Summoning) [Fire]

Spellcraft DC: 50

Components: V, S, Ritual, XP

Casting Time: 1 standard action

Range: 75 ft.

Effect: Ten summoned adult red dragons

Duration: 20 rounds (D)

Saving Throw: None (see text)

Spell Resistance: No

To Develop: 450,000 gp; 9 days; 18,000 XP. Seed: *summon* (DC 14). Factors: summon creature other than outsider (+10 DC), summon CR 14 creature (+24 DC), summon ten creatures (x10 DC), 1-action casting time (+20 DC). Mitigating factors: eleven additional casters contributing 9th-level spell slots (-187 DC), burn 2,000 XP per caster (-240 DC), 3d6 backlash (-3 DC).

This spell summons ten adult red dragons. They appear where the character designates and act immediately. They attack the character's opponents to the best of their abilities (on the first round, they all prefer to simultaneously breathe fire on an enemy, if possible). The character can direct the dragons not to attack, to attack particular enemies, or to perform other actions.

XP Cost: 2,000 XP (per caster).

Dreamscape

Conjuration [Teleportation]

Spellcraft DC: 29

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: You and other touched willing creatures weighing up to 1,000 lb.

Duration: Instantaneous (D)

Saving Throw: Yes (harmless) (see text) S

Spell Resistance: Yes (harmless)

To Develop: 261,000 gp; 6 days; 10,400 XP. Seed: *transport* (DC 27). Factor: transport to region of dreams (+2 DC).

The character and any creatures he or she touches are drawn into the region of dreams. The character can take more than one creature along (subject to the character's weight limit), but all must be touching each other. The character physically enters the land of dreams, leaving nothing behind. For every minute the character moves through the dream landscape, he or she can "wake" to find him or her self five miles displaced in the waking world. The character does not know precisely where he or she will come out in the waking world, nor the conditions of the waking world through which the character travels. The character knows approximately where he or she will end up based on time spent traveling in dream. *Dreamscape* can also be used to travel to other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where the character is subject to the dangers of alien dream realities. This is a potentially perilous proposition. Transferring to another plane of existence requires 1d4 hours of uninterrupted journey. Any creatures touched by the character when *dreamscape* is cast also make the transition to the borders of unconscious thought. They may opt to follow the character, wander off into the dreams of others, or stumble back into the waking world (50% chance for either of the latter results if they are lost or abandoned by the character). Creatures unwilling to accompany the character into the region of dreams receive a Will save, negating the effect if successful.

Eclipse

Conjuration (Creation) [Transportation]

Spellcraft DC: 42

Components: V, S , X P

Casting Time: 10 minutes

Range: 200 miles

Area: 5-mile radius, centered on you

Duration: Up to 8 hours (D)

Saving Throw: None

Spell Resistance: No

To Develop: 378,000 gp; 8 days; 15,1200 XP. Seeds: *conjure* (DC 21), *transport* (to move disk into position 100 miles up) (DC 27). Factors: increase mass by 1,000% (+40 DC), spread mass into paper-thin disk (ad hoc +2 DC), keep disk in place for 8 hours (ad hoc +10 DC). Mitigating factors: increase casting time by 9 minutes (-18 DC), burn 4,000 XP (-40 DC).

With this spell, the character can create a limited eclipse, as though a heavenly body moves between the sun and the earth. The landscape within a five-mile radius of the character's location experiences the dimming of the sun as a disk the character creates passes in front of it, culminating in a complete blackout and accompanying coronal ring. The eclipse follows the character across the landscape for up to 8 hours, or until the sun goes down, or until the character dismisses the eclipse. The character does not need to concentrate on the eclipse while it lasts.

XP Cost: 4,000 XP.

Eidolon

Conjuration (Creation) [Transportation]

Spellcraft DC: 79

Components: V, S , X P

Casting Time: 1 minute

Range: 5 ft.

Effect: One duplicate of caster

Duration: 8 hours

Saving Throw: None

Spell Resistance: No

To Develop: 711,000 gp; 15 days; 28,440 XP. Seed: *conjure* (to make base substance) (DC 21), *transform* (DC 21), *transport* (to move part of caster's soul into duplicate) (DC 27). Factors: nonliving substance to humanoid (+10 DC), transform into specific individual (+25 DC). Mitigating factor: burn 2,500 XP (-25 DC).

Upon casting *eidolon*, the character creates a duplicate version of him or her self as the character was when he or she was a 21st-level character, and the character gains one negative level while the duplicate persists. For each additional negative level the character bestow upon him or her self at the time of casting, the eidolon has one additional character level. No matter how many negative levels the character bestows on him or her self, the eidolon can never have more character levels than the character has (taking the negative levels into account). Treat the duplicate as the character with a number of negative levels conferred that would lower him or her to the character level of the eidolon. The eidolon is considered fresh and rested when created. It may cast any spell the character has access to, including an epic spell. Use the eidolon's Spellcraft modifier as the basis for the number of epic spells it can cast in a day, and its effective character level as a basis for its skills, feats, and other abilities. The eidolon is effectively lower level than the character and probably can't cast all the spells he or she knows. A powerful enough eidolon might conceivably cast the *eidolon* spell itself. The eidolon appears in whatever mundane clothing the character desires when initially conjured, but it has no other possessions. It shares part of the character's soul, so it is the character for all intents and purposes. The character and his or her *eidolon* communicate with each other normally. Usually, the eidolon does not begrudge its brief existence, because it is still part of the character. If the eidolon is killed prior to the expiration of the spell's duration, the character immediately regains the lost levels. Normally, the eidolon does not last long enough to threaten the character with permanent level drain.

XP Cost: 2,500 XP.

Enslave (Ritual)

Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 80

Components: V, S, XP

Casting Time: 1 standard action

Range: 75 ft.

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 720,000 gp; 15 days; 28,800 XP. Seed: *compel* (DC 19). Factors: stricter compulsion of any creature (ad hoc +11 DC), 1-action casting time (+20 DC), permanent (x5 DC). Mitigating factors: 2d6 backlash (-2 DC), four additional casters contributing one 9th-level spell slot (-68 DC), burn 2,000 XP per caster (-100 DC).

The character makes a permanent thrall of any living creature. The character establishes a telepathic link with the subject's mind. If the creature has a language, the character can generally force the subject to perform as he or she desires, within the limits of its abilities. If the creature has no language, the character can communicate only basic commands. The character knows what the subject is experiencing, but does not receive direct sensory input from it. A subject forced to take an action against its nature receives a saving throw with a penalty of -10 to resist taking that particular action, but if it succeeds, it still remains the character's thrall despite its minor mutiny. Once a subject makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty. *Protection from evil* or a similar spell can prevent the character from exercising control or using the telepathic link while the subject is so protected, but it

does not prevent the establishment of *enslave* or dispel it.

XP Cost: 2,000 XP.

Epic Counterspell

Abjuration

Spellcraft DC: 69

Components: V, S

Casting Time: 1 standard action

Range: 300 ft.

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

To Develop: 621,000 gp; 13 days; 24,840 XP. Seed: *dispel* (DC 19). Factors: +30 to dispel check (+30 DC), 1-action casting time (+20 DC).

To use *epic counterspell*, select an opponent as the target. The character does this by readying an action, electing to wait to complete his or her action until the opponent tries to cast a spell (the character may still move his or her speed, because readying a counterspell is a standard action). If the target tries to cast a spell, make a dispel check: Roll d20+40 against a DC of 11 + the foe's caster level. If the check is successful, the character's spell negates the foe's spell.

Epic Mage Armor

Conjunction (Creation) [Force]

Spellcraft DC: 46

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 24 hours (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 414,000 gp; 9 days; 16,560 XP. Seed: *armor* (DC 14). Factor: +16 additional armor bonus (+32 DC).

An invisible but tangible field of force surrounds the subject of *epic mage armor*, providing a +20 armor bonus to Armor Class. Unlike mundane armor, *epic mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Because *epic mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Epic Repulsion

Abjuration

Spellcraft DC: 52

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Object or creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

To Develop: 468,000 gp; 10 days; 18,720 XP. Seed: *ward* (DC 14). Factor: permanent – 5 DC). Mitigating factor: increase casting time by 9 minutes (–18 DC).

The character can create a permanent ward against a specific creature type. Any creature of the specified type cannot attack or touch the warded creature or object. The protection ends if the warded creature makes an attack against or intentionally moves to within 5 feet of a specified creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Epic Spell Reflection

Abjuration

Spellcraft DC: 68

Components: V, S , X P

Casting Time: 41 days, 11 minutes

Range: Touch

Target: Object or creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

To Develop: 630,000 gp; 13 days; 25,200 XP. Seed: reflect (DC 27). Factors: reflect up to 9th-level spells (+160 DC), change range to touch (+2 DC), permanent (x5 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC), increase casting time by 41 days (-82 DC), 20d6 backlash (-20 DC), six additional casters contributing one 8th-level spell slot (-90 DC), burn 9,500 XP per caster (-665 DC).

The character can create a permanent ward against all spells of 1st through 9th level that target the subject. These spells are reflected back on the caster. Spells that affect an area are not affected by this spell.

XP Cost: 9,500 XP.

Eternal Freedom

Abjuration

Spellcraft DC: 150

Components: V, S, Ritual, XP

Casting Time: 1 minute

Range: Touch

Target: Touched creature or object of 2,000 lb. or less

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 1,350,000 gp; 27 days; 54,000 XP. Seed: *ward* (DC 14). Factors: specific protections *entangle* (+0 DC), *hold monster* (+8 DC), *hold person* (+4 DC), *imprisonment* (+16 DC), paralysis (ad hoc +6 DC), petrification (ad hoc +6 DC), *sleep* (+0 DC), *slow* (+4 DC), stunning (ad hoc +6 DC), *temporal stasis* (+16 DC), and *web* (+4 DC); permanent -5 DC). Mitigating factors: ten additional casters contributing 9th-level spell slots (-170 DC), burn 10,000 XP (-100 DC).

The subject becomes permanently immune to the following specific spells, effects, and spell-like abilities: *entangle*, *hold*, *imprisonment*, paralysis, petrification, *sleep*, *slow*, stunning, *temporal stasis*, and *web*. This is a ritual spell requiring ten other spellcasters, each of whom must contribute an unused 9th-level spell slot to the casting.

XP Cost: 10,000 XP.

Greater Spell Resistance

Transmutation

Spellcraft DC: 45

Components: V, S, Ritual

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 20 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 405,000 gp; 9 days; 16,200 XP. Seed: *fortify* (DC 27). Factor: +10 additional SR (+40 DC). Mitigating factor: two additional casters contributing 6th-level spell slots (-22 DC).

The character grants the subject touched spell resistance 35 until the duration expires. The spell resistance granted does not stack, but overlaps with, any previous spell resistance. This is a ritual spell, requiring two other spellcasters, each of whom must contribute an unused 6th-level spell slot to the casting.

Greater Ruin

Transmutation

Spellcraft DC: 59

Components: V, S , X P

Casting Time: 1 standard action

Range: 12,000 ft.

Target: One creature, or up to a 10-foot cube of nonliving matter

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

To Develop: 531,000 gp; 11 days; 21,240 XP. Seed: *destroy* (DC 29). Factors: increase damage to 35d6 (+30 DC), 1-action

casting time (+20 DC). Mitigating factor: burn 2,000 XP (-20 DC).

The character deals 35d6 points of damage to a single target within range and line of sight. If the target is reduced to -10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated. Only a trace of fine dust remains. *XP Cost:* 2,000 XP.

Hellball

Evocation [Acid, Fire, Electricity, Sonic]

Spellcraft DC: 90

Components: V, S , X P

Casting Time: 1 standard action

Range: 300 ft.

Area: 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 810,000 gp; 17 days; 32,400 XP. Seed: *energy* (deals 10d6 each of acid, fire, electricity, sonic) (DC 76). Factors: double base area (+6 DC), 1-action casting time (+20 DC). Mitigating factors: 10d6 backlash (-10 DC), burn 200 XP (-2 DC).

A *hellball* deals 10d6 points of acid damage, 10d6 points of fire damage, 10d6 points of electricity damage, and 10d6 points of sonic damage to all creatures within the area. Unattended objects also take this damage. The character takes 10d6 points of damage upon casting (in addition to burning 200 XP). The character points his or her finger and determine the range (distance and height) at which the *hellball* is to detonate. A sun-bright, fist-sized globe of energy streaks forth and, unless it impacts a material body or solid barrier prior to attaining the indicated range, expands into its full area.

XP Cost: 200 XP.

Kinetic Control

Abjuration

Spellcraft DC: 100

Components: V, S

Casting Time: 1 minute

Range: Personal; touch

Target: You; creature or object touched

Duration: 12 hours or until discharged

To Develop: 927,000 gp; 19 days; 37,080 XP. Seeds: *ward* (5 points against bludgeoning and piercing) (DC 14), *reflect* (DC 27). Factors: also against slashing (+4 DC), additional 15 points of protection (+30 DC), contingent reflection of damage on creature touched (+25 DC).

Once a character has cast this spell, he or she can absorb, store, and redirect the energy contained in any physical (melee or ranged) attack. The character absorbs 20 points of each separate slashing, bludgeoning, and piercing attack made against him or her, saving it for later. A character can absorb up to 150 points of damage in this fashion; however, if the stored damage is not discharged prior to reaching the 150-point limit, the spell automatically discharges, dealing the 150 points of damage to the character. The character keeps track of the number of points of damage he or she has absorbed (the character doesn't have to keep track of the type of damage). At any time during the spell's duration, the character can make a touch attack against another creature or object. If successful, the character deals the target some or all (character's choice) of the points of damage he or she has stored. The damage delivered is considered bludgeoning damage. A character can absorb and discharge damage any number of times during the spell's duration, so long as the character doesn't absorb more than 150 points at a time. When the spell expires, any stored damage the character has not redirected is discharged into the character.

Let Go of Me

Transmutation

Spellcraft DC: 43

Components: None

Casting Time: 1 free action

Range: Touch (see text)

Target: One creature or force grappling you

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

To Develop: 387,000 gp; 8 days; 15,480 XP. Seed: *destroy* (DC 29). Factors: quickened (+28 DC), no verbal or somatic

components (+4 DC). Mitigating factors: limited circumstance (ad hoc -8 DC), 10d6 backlash (-10 DC). The character deals 20d6 points of damage to any creature grappling him or her. The damage dealt is of no particular type or energy—it is a purely destructive impulse. If grappled by a magical force the force is automatically destroyed.

Living Lightning

Evocation [Electricity]

Spellcraft DC: 140

Components: None

Casting Time: 1 standard action

Range: 300 ft. or 150 ft.

Area: A bolt 5 ft. wide by 300 ft. long, or 10 ft. wide by 150 ft. long

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 1,260,000 gp; 26 days; 50,400 XP. Seeds: *life* (DC 27), *energy* (DC 19). Factors: 1-action casting time (+20 DC), no verbal or somatic components (+4 DC), giving life to a spell (ad hoc x2 DC).

The character develops a spell that he or she can cast; thereafter, the spell can effectively “cast itself.” When the character casts the spell, a stroke of energy deals 10d6 points of electricity damage to each creature within the spell’s area. *Living lightning* follows all the standard rules for epic spell casting when the character casts it. *Living lightning* is sentient and generally friendly toward the character. It has the character’s mental ability scores, but it has no physical ability scores. It senses the world through the character’s senses and communicates with him or her by thought. As a self-triggering spell, it isn’t truly alive but is a fragment of the character’s personality. It cares little for the world around it, but at the character’s urging (and sometimes at its own discretion) it casts itself at his or her foes. Casters who prepare spells before casting must prepare *living lightning* normally in order for it to cast itself. When the spell casts itself, it acts on the character’s initiative but does not count against his or her own actions in the round. The character cannot simultaneously cast *living lightning* while it is casting its own effect, even if it has been prepared more than once. *Living lightning* uses up one of the character’s epic spell slots for the day whenever it casts itself. When the character has used up all his or her epic spell slots for the day (or has cast all his or her prepared *living lightning* spells, if a caster who must prepare spells), *living lightning* becomes quiescent. It remains so until the character has rested to regain his or her epic spell slots for the next day.

Lord of Nightmares

Conjuration (Summoning)

Spellcraft DC: 50

Components: V, S, X P

Casting Time: 1 standard action

Range: 75 ft.

Effect: One summoned creature

Duration: 20 rounds

Saving Throw: None

Spell Resistance: No

To Develop: 450,000 gp; 9 days; 18,000 XP. Seed: *summon* (DC 14). Factors: summon CR 31 creature (+58 DC), allow creature to possess body and act at its own discretion (ad hoc -20 DC), 1-action casting time (+20 DC). Mitigating factors: 12d6 backlash (-12 DC), burn 1,000 XP (-10 DC).

The character is possessed by a dream larva. For 20 rounds, the dream larva’s body physically replaces the character’s, though the dream larva has the character’s equipment. The dream larva is free to call on all its own powers and abilities, or use the character’s equipment. The character’s consciousness and physical form are suppressed for the duration of the possession. The character has no way to dismiss the spell, communicate, or otherwise maintain awareness once possession has commenced. The dream larva, temporarily freed from its imprisonment in some distant nightmare, will attempt to slay and incapacitate any creature it can see or find, whether it is a friend or foe of the caster. Casting *lord of nightmares* entails some risk for the caster, since it’s unknown what a dream larva might do over the course of 20 rounds. The larva will dispatch all enemies it can find before turning to its own concerns. Sometimes a dream larva will attempt to place itself in a dangerous or precarious situation prior to the end of the spell, leaving the caster to extricate him or herself. If the dream larva is slain during the duration of the spell, the character’s consciousness is instantly restored to aware-ness within his or her own body. The character’s condition remains what it was when he or she completed casting *lord of nightmares*, regardless of what damage the dream larva received. However, magic item charges used, potions consumed, and other physical resources used up by the dream larva are permanent.

XP Cost: 1,000 XP.

Mass Frog

Transmutation

Spellcraft DC: 55

Components: V, S

Casting Time: 1 standard action

Range: 300 ft.

Area: 40-ft.-radius hemisphere

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 495,000 gp; 10 days; 19,800 XP. Seed: *transform* (DC 21). Factors: change target to area of 20-ft. hemisphere (+10 DC), increase area by 100% (+4 DC), 1 action casting time (+20 DC).

This epic spell turns all Medium or smaller creatures in the area into frogs. The transformed creatures retain their mental faculties, including personality, Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in Constitution score), alignment, base attack bonus, base save bonuses, extraordinary abilities, spells, and spell-like abilities, but not supernatural abilities. They assume the physical characteristics of frogs, including natural size and Strength, Dexterity, and Constitution scores. (Use the statistics for the toad.) All the creatures' equipment drops to the ground upon transformation.

Memento Mori

Necromancy [Death]

Spellcraft DC: 86

Components: None

Casting Time: 1 quickened action

Range: 300 ft.

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

To Develop: 774,000 gp; 16 days; 30,960 XP. Seed: *slay* (DC 25). Factor: increase to 160 HD (+8 DC), quickened (+28 DC), no verbal or somatic components (+4 DC), +10 to DC of subject's save (+20 DC).

As a free action that counts as a quickened spell, the character wills the target dead without a word or gesture. The character's thought snuffs out the life force of a living creature of 160 or fewer HD, killing it instantly. The subject is entitled to a Fortitude saving throw (DC 30 + relevant ability modifier) to have a chance of surviving the attack. If the save is successful, the target instead takes 3d6+20 points of damage.

Mummy Dust

Necromancy [Evil]

Spellcraft DC: 35

Components: V, S ,M, XP

Casting Time: 1 standard action

Range: Touch

Effect: Two 18-HD mummies

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

To Develop: 315,000 gp; 7 days; 12,600 XP. Seed: *animate dead* (DC 23). Factors: 1-action casting time (+20 DC).

Mitigating factors: burn 400 XP (-4 DC), expensive material component (ad hoc -4 DC).

When the character sprinkles the dust of ground mummies in conjunction with casting *mummy dust*, two Large 18-HD mummies (see below) spring up from the dust in an area adjacent to the character. The mummies follow the character's every command according to their abilities, until they are destroyed or the character loses control of them by attempting to control more Hit Dice of undead than he or she has caster levels.

Material Component: Specially prepared mummy dust (10,000 gp).

XP Cost: 2,000 XP.

Mummy, Advanced: CR 8; Large undead; HD 18d12+3; hp 120; Init -1; Spd 20 ft.; AC 20, touch 8, flat-footed 20; Base Atk +9; Grp +24; Atk +20 melee (1d8+16 plus mummy rot); Full Atk +20 melee (1d8+16 plus mummy rot); Space/Reach 10 ft./10 ft.; SA Despair, mummy rot; SQ Damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +8, Ref +7, Will +13; Str 32, Dex 8, Con --, Int 6, Wis 14, Cha 15. **Skills and Feats:** Hide -5, Listen +9, Move

Silently +10, Spot +9; Alertness, Blind-Fight, Great Fortitude, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (slam).

Despair (Su): At the sight of a mummy, the viewer must succeed at a Will save (DC 21), or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day. **Mummy Rot** (Su): Supernatural disease—slam, Fortitude save (DC 21), incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below. Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease. An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Nailed to the Sky

Conjuration [Teleportation]

Spellcraft DC: 62

Components: V, S ,XP

Casting Time: 1 standard action

Range: 300 ft.

Target: Creature or object weighing up to 1,000 lb.

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 558,000 gp; 12 days; 22,320 XP. Seeds: *foresee* (to preview endpoint of teleportation) (DC 17), *transport* (DC 27). Factors: unwilling target (+4 DC), increase range from touch (+4 DC), 1-action casting time (+20 DC). Mitigating factor: burn 1,000 XP (-10 DC).

Nailed to the sky actually places the target so far from the surface of the world and at such a speed that it keeps missing the surface as it falls back, so it enters an eternal orbit. Unless the target can magically fly or has some other form of non-physical propulsion available, the target is stuck until someone else rescues it. Even if the target can fly, the surface is 2 to 4 hours away, assuming a *fly* spell, which allows a maximum speed of 720 feet per round while descending. The target may not survive that long. Depending on the world where *nailed to the sky* is cast, conditions so far from its surface may be deadly. Deleterious effects include scorching heat, cold, and vacuum. Targets subject to these conditions take 2d6 points of damage each from heat or cold and 1d4 points of damage from the vacuum each round. The target immediately begins to suffocate. *XP Cost:* 1,000 XP.

Origin of Species: Achaierai

Conjuration (Creation, Healing)

Spellcraft DC: 38

Components: V, S, DF, XP

Casting Time: 100 days, 11 minutes

Range: 0 ft.

Effect: One constructed creature up to Medium (20 cu. ft.)

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 360,000 gp; 8 days; 14,400 XP. Seeds: *conjure* (DC 21), *life* (DC 27), *fortify* (DC 17). Factors: +4 HD (5 hp per HD) (+20 DC), +6 to natural AC (+12 DC), add three more natural attacks (ad hoc +6 DC), add black cloud spell-like ability (+33 DC), add SR 19 (+15 DC), permanent (x5 DC). Mitigating factors: 50d6 backlash (-50 DC), increase casting time by 10 minutes (-20 DC), increase casting time by 100 days (-200 DC), burn 10,000 XP (-100 DC), eleven additional casters contributing 9th-level spell slots (-187 DC), ten additional casters contributing 8th-level spell slots (-150 DC), ten additional casters contributing 1st-level spell slots (-10 DC).

This spell creates a new creature: an achaierai. When first created, the achaierai is Medium, but it grows to Large size in 1d4 days. A created achaierai does not possess the treasure, culture, or specific knowledge of a normal achaierai. If released to be among its own kind, it quickly picks up achaierai traits and alignment.

XP Cost: 10,000 XP.

Peripety

Abjuration

Spellcraft DC: 27

Components: V, S

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 12 hours

To Develop: 243,000 gp; 5 days; 9,720 XP. Seed: *reflect* (DC 27).

Ranged attacks targeted against the character rebound on the original attacker. Any time during the duration, five attacks are automatically reflected back on the original attacker; the character decides which attacks before damage is rolled. The reflected attack rebounds on the attacker using the same attack roll. Once five attacks are so reflected, the spell ends.

Pestilence

Conjuration, Necromancy

Spellcraft DC: 104

Components: V, S, Ritual, XP

Casting Time: 10 minutes

Range: 0 ft.

Area: 1,000-ft.-radius hemisphere

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 936,000 gp; 19 days; 37,440 XP. Seed: *afflict* (DC 19). Factors: additional target type (plants) (+10 DC), change target to area (+10 DC), change 20-ft. radius to 1,000-ft. radius (+200 DC), disease effects (as per contagion spell) (ad hoc +21 DC). Mitigating factors: casting time increased by 9 minutes (-18 DC), two additional casters contributing epic spell slots (-38 DC), burn 10,000 XP (-100 DC).

When *pestilence* is successfully cast, a wave of illness radiates outward from the site of the ritual, instantly infecting every living thing in the area with the debilitating disease known as slimy doom. Within 24 hours, everything in the area begins to show signs of rot and decay.

Each day that a victim fails a Fortitude save, it takes 1d4 points of temporary Constitution damage. If the victim then fails a second save, 1 point of that damage is permanent drain. If the victim succeeds at the first saving throw of the day on consecutive days, he or she has recovered from the disease. This magical form of the disease is not contagious and will not spread beyond those initially infected. Fruits and vegetables infected with slimy doom are unfit for consumption, as are disease-ridden livestock. This is a ritual spell requiring two other spellcasters, each of whom must expend an unused epic spell slot for the casting. The primary caster must also burn 10,000 XP.

XP Cost: 10,000 XP.

Rain of Fire

Evocation [Fire]

Spellcraft DC: 50

Components: V, S

Casting Time: 1 minute

Range: 0 ft.

Area: 2-mile-radius emanation

Duration: 20 hours

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

To Develop: 450,000 gp; 9 days; 18,000 XP. Seeds: *energy (fire)* (DC 19), *energy (weather)* (DC 19). Factor: change rain to wisps of flame (ad hoc +12 DC).

This spell summons a swirling thunderstorm that rains fire rather than raindrops down on the character and everything within a two-mile radius of him or her. Everything caught unprotected or unsheltered in the flaming deluge takes 1 point of fire damage each round. A successful Reflex save results in no damage, but the save must be repeated each round. Unless the ground is exceedingly damp, all vegetation is eventually blackened and destroyed, leaving behind a barren wasteland similar to the aftermath of a grass or forest fire. The fiery storm is stationary and persists even if the caster leaves.

Raise Island

Conjuration (Creation)

Spellcraft DC: 38

Components: V, S, XP, Ritual

Casting Time: 65 days, 11 minutes

Range: 0 ft.

Area: 100-ft.-radius hemispherical island

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: 360,000 gp; 8 days; 14,400 XP. Seed: conjure (DC 21). Factors: change area to 10-ft. radius, 30-ft. high cylinder (+2 DC), change radius to 100 ft. (+40 DC), change height to 1,000 feet (+133 DC), permanent (x5 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC), increase casting time by 65 days (-130 DC), nineteen additional casters contributing epic spell slots (-361 DC), one additional caster contributing one 6th-level spell slot (-11 DC), burn 2,000 XP per epic caster (-400 DC), spell only works on liquid (ad hoc -20 DC).

The character can literally raise a new island from out of the sea, bringing to the surface a sandy or rocky but otherwise barren protrusion that is solid, stable, and permanently established. The island is roughly circular and about 200 feet in diameter. *Raise island* only works if the ocean is less than 1,000 feet deep where the spell is cast.

XP Cost: 2,000 XP.

Ruin

Transmutation

Spellcraft DC: 27

Components: V, S, X P

Casting Time: 1 full round

Range: 12,000 ft.

Target: One creature, or up to a 10-foot cube of nonliving matter

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

To Develop: 243,000 gp; 5 days; 9,720 XP. Seed: *destroy* (DC 29). Factor: reduce casting time by 9 rounds (+18 DC).

Mitigating factor: burn 2,000 XP (-20 DC).

The character deals 20d6 points of damage to a single target within range and line of sight. If the target is reduced to -10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated. Only a trace of fine dust remains.

XP Cost: 2,000 XP.

Safe Time

Conjuration [Teleportation]

Spellcraft DC: 64

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: You or creature touched

Duration: Contingent until expended, then 1 round of safe time

Saving Throw: None

Spell Resistance: No

To Develop: 576,000 gp; 12 days; 23,040 XP. Seed: *transport* (DC 27). Factors: move to time stream (+8 DC), reduce static time to 1 round (ad hoc +4 DC), activates when you would otherwise take 50 or more points of damage (+25 DC).

Safe time can move the character (or the target) out of harm's way by shunting him or her into a static time stream. Once cast, the spell remains quiescent and does not activate until the trigger conditions have been met. Each day it remains untriggered, it uses up an epic spell slot, even if you cast it on another creature. Once triggered, the spell is expended normally. When the character would otherwise be subject to any instantaneous effect that would deal him or her 50 or more points of damage, he or she is instead transported to a static time stream where time ceases to flow. The character's condition becomes fixed—no force or effect can harm him or her until 1 round of real time has passed. Thus, the character avoids the damage he or she would otherwise receive, but the character also misses out on one round of activity. To the character, no time passes at all, but to onlookers who are part of real time, the character stands frozen and fixed in space for 1 full round.

Soul Dominion

Divination, Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 72

Components: V, S

Casting Time: 10 minutes

Range: See text

Target: One other living creature

Duration: 20 minutes (D)

Saving Throw: Will negates (see text)

Spell Resistance: No

To Develop: 648,000 gp; 13 days; 25,920 XP. Seeds: *contact* (DC 23), *reveal* (DC 19), *compel* (DC 19). Factors: apply to all five senses (+8 DC), total compulsory control (+10 DC), stricter compulsion of any creature (ad hoc +11 DC). Mitigating factor: increase casting time by 9 minutes (-18 DC).

When a character casts this spell, he or she is temporarily able to take control of another sentient creature with whom the character is familiar (by meeting, observing, or successfully scrying the subject). The target receives a Will save, and if successful, prevents the character from making the telepathic connection. The target is aware of the attempted takeover as a strange, momentary tingling. If the Will save fails, the character is able to control the subject's body as if it were his or her own, hearing, seeing, feeling, smelling, and tasting everything the target senses. Once the character dismisses the spell or its duration ends, the target resumes control of its body, fully aware of all events that occurred, having been a helpless witness trapped inside its own body. The target knows the name and general nature of its possessor if it succeeds at an additional Will saving throw. A character cannot control undead or incorporeal creatures with *soul dominion*.

Soul Scry

Divination

Spellcraft DC: 55

Components: V, S

Casting Time: 10 minutes

Range: See text

Target: One other living creature

Duration: 20 minutes (D)

Saving Throw: Will negates

Spell Resistance: No

To Develop: 495,000 gp; 10 days; 19,800 XP. Seeds: *contact* (DC 23), *reveal* (DC 19), *conceal* (DC 17). Factors: apply to all five senses (+8 DC), conceal detection (ad hoc +6 DC). Mitigating factor: increase casting time by 9 minutes (-18 DC).

When a character casts this spell, he or she is temporarily able to tap the consciousness of another sentient creature with whom the character is familiar (by meeting, observing, or successfully scrying the subject), experiencing everything he or she does with all five senses. The target receives a Will save, and if successful, prevents the character from making the telepathic connection. Whether the saving throw is successful or not, the target is unaware of the attempted intrusion. Once the subject is tapped, the character is able to hear, see, feel, smell, and taste everything the subject senses. The character cannot control the subject, however. The character can only see what the subject chooses to look at, and the character tastes something only if the subject eats or drinks it during the spell's duration. During this time, the character's own body remains in a trance-like state. If the subject takes damage, the character senses the injuries, although his or her own body does not actually suffer any ill effects. If the subject is knocked unconscious or killed, the spell immediately ends.

Spell Worm

Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 45

Components: V, S

Casting Time: 1 standard action

Range: 75 ft.

Target: One living creature

Duration: 20 hours or until completed

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 405,000 gp; 9 days; 16,200 XP. Seed: *compel* (DC 19). Factors: unobtrusive (ad hoc +6 DC), 1-action casting time (+20 DC).

On a failed save, the subject must spend a standard action each round abandoning his or her highest-level spell (or losing his or her highest-level unused spell slot). Each round, the subject eliminates another spell or spell slot, moving to lower-level spells once all the higher-level spells are gone. In the case of prepared spells, the subject decides which spells to abandon at each level. If the subject has more than one standard action allowed in the round, he or she may spend those actions as he or she desires. The subject doesn't realize the spells or spell slots are gone until he or she tries to cast a spell and finds it unavailable. Abandoning a spell slot or losing a spell is standard action, but it does not draw an attack of opportunity. It is a

purely mental exercise not obvious to observers.

Summon Behemoth

Conjuration (Summoning)

Spellcraft DC: 72

Components: V, S

Casting Time: 1 standard action

Range: 75 ft.

Effect: Summoned creature

Duration: 20 rounds (D)

Saving Throw: None

Spell Resistance: No

To Develop: 648,000 gp; 13 days; 25,920 XP. Seed: *summon* (DC 14). Factors: summon CR 21 creature (DC +38), 1-action casting time (+20 DC).

The character can summon a behemoth to attack his or her enemies. It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the creature, he or she can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

Superb Dispelling

Abjuration

Spellcraft DC: 59

Components: V, S

Casting Time: 1 standard action

Range: 300 ft.

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

To Develop: 531,000 gp; 11 days; 21,240 XP. Seed: *dispel* (DC 19). Factors: additional +30 to dispel check (+30 DC), 1-action casting time (+20 DC). Mitigating factor: 10d6 backlash (-10 DC).

As *greater dispel magic*, except that the maximum bonus on the dispel check is +40, and the character takes 10d6 points of backlash damage.

Time Duplicate

Conjuration [Teleportation]

Spellcraft DC: 71

Components: V, S

Casting Time: 1 free action

Effect: You

Duration: 1 round (see text)

Saving Throw: None (harmless)

Spell Resistance: None (harmless)

To Develop: 639,000 gp; 13 days; 25,560 XP. Seed: *transport* (to move future you back in time 1 round) (DC 27). Factors: move to time stream (+8 DC), stretch the base temporal effect (ad hoc +8 DC), quickened (+28 DC).

The character snatches him or her self from 1 round in the future, depositing this future self in an adjacent space as a free action that counts as a quickened spell. The character's future self is technically only a possible future self (the time stream is a maelstrom of multiple probabilities), but snatching that future self from 1 round in the future collapses probability, and the possible future becomes the definite future. The character and his or her future self are both free to act normally this round (the character has already used up the limit of one quickened spell per round, but his or her duplicate hasn't). The future self has all the resources the character has at the moment he or she finishes casting *time duplicate*. Because the future self was previously only a possibility, his or her resources are not depleted as a result of whatever might occur this round (even if the character dies this round). Likewise, he or she doesn't have any special knowledge of what might occur during this round. Because the future self is still part of the time stream, the round it spends with the character is a round it misses in its own future. Because the character's future duplicate is also the character, the character misses the next round as well. He or she simply isn't there. Tampering with the time stream is a tricky business. Here is a round-by-round summary.

Round One: The character casts *time duplicate*, the future self from round two arrives, and both act normally.

Round Two: The future self—the character—gets snatched back in time to help the past self. During this round, there are no

versions of the character present.

Round Three: The character rejoins the time stream. The character arrives in the same location and condition that the future self ended with at the end of the first round. Any resources (spells, damage, staff charges) the future self used up in round one are gone for real. Record them now. Using this spell to snatch a single future self stretches time and probability to its limit; more powerful versions of *time duplicate* are not possible. A character cannot bring more than a single future version of him or her self back at one time, nor can a character snatch a version of him or her from farther in the future.

Vengeful Gaze of God

Transmutation

Spellcraft DC: 419

Components: V, S

Casting Time: 1 standard action

Range: 12,000 ft.

Target: One creature, or up to a 10-foot cube of nonliving matter in line of sight

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

To Develop: 3,771,000 gp; 76 days; 150,840 XP. Seed: *destroy* (DC 29). Factor: increase damage to 305d6 (+570 DC), 1-action casting time (+20 DC). Mitigating factor: 200d6 backlash (-200 DC).

The target of this spell is subject to 305d6 points of damage (or half of that if a Fortitude save succeeds). If the target is reduced to -10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated, leaving behind only a trace of fine dust. The caster is likewise dealt 200d6 points of damage

Verdigris

Conjuration (Creation)

Spellcraft DC: 58

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Area: 100-ft.-radius hemisphere

Duration: 24 hours

Saving Throw: Reflex half

Spell Resistance: No

To Develop: 522,000 gp; 11 days; 20,880 XP. Seed: *conjure* (DC 21). Factors: change area to 20-ft. radius hemisphere (+2 DC), increase radius to 100 ft. (+16 DC), deal 10d6 damage during growth (ad hoc +19 DC).

This spell creates a tsunami of grass, shrubs, and trees that overgrows the area like a tidal wave. The plant growth creeps and curls across every-thing in the area, ensnaring it and coiling around it as if it had been growing there for a century or more. Creatures in the area must make a Reflex saving throw to avoid the fast-moving growth, which otherwise deals 10d6 points of damage from the crushing press. Buildings are engulfed and they likewise take 10d6 points of damage. Those destroyed by the damage have their foundations uprooted and walls crumbled. The plant growth remains for 24 hours, after which it vanishes.

Verdigris Tsunami

Conjuration (Creation)

Spellcraft DC: 170

Components: V, S, Ritual, XP

Casting Time: 10 minutes

Range: 1,500 ft.

Area: 1,000-ft.-radius hemisphere

Duration: Permanent

Saving Throw: Reflex half

Spell Resistance: No

To Develop: 1,530,000 gp; 31 days; 61,200 XP. Seed: *conjure* (DC 21). Factor: change area to 20-ft.-radius hemisphere (+2 DC), increase radius to 1,000 ft. (+196 DC), increase range to 1,500 ft. (+8 DC), deal 10d6 damage during growth (ad hoc +19 DC), increase damage to 40d6 (+60 DC), permanent (x5 DC). Mitigating factors: increase casting time by 9 minutes (-18 DC), eleven additional casters contributing 6th-level spell slots (-121 DC), three additional casters contributing 4th-level spell slots (-21 DC), burn 10,000 XP per 6th-level spell contributor plus caster (-1,200 DC).

This spell creates a tsunami of grass, shrubs, and trees that overgrows the area like a tidal wave. The plant growth creeps and

curls across every-thing in the area, ensnaring it and coiling around it as if it had been growing there for a century or more. Creatures in the area must make a Reflex saving throw to avoid the fast-moving growth, which otherwise deals 40d6 points of damage from the crushing press. Buildings are engulfed and they likewise take 40d6 points of damage. Those destroyed by the damage have their foundations uprooted and walls crumbled. The plant growth is permanent. This is a ritual spell requiring fourteen other spellcasters, each of whom must contribute an unused 6th-level spell slot to the casting.
XP Cost: 10,000 XP.

DEVELOPING EPIC SPELLS

An epic spell is developed from smaller pieces called seeds and connecting pieces called factors. Every epic seed has a base Spellcraft DC, and every factor has a Spell-craft DC adjustment. When a desired spell is developed, the spellcaster spends resources and time to assemble the pieces that make up the epic spell. The base Spellcraft DCs of each seed are added together; then the DC adjustments of the factors are added to that total. The sum equals the final Spellcraft DC for the epic spell.

The final Spellcraft DC is the most significant gauge of the epic spell's power. A spellcaster attempts to cast an epic spell by making a Spellcraft check against the epic spell's Spellcraft DC. Thus, a spellcaster knows immediately, based on his or her own Spellcraft bonus, what epic spells are within his or her capability to cast, which are risky, and which are beyond him or her. Epic casters don't commit time and money to develop epic spells until they are powerful enough to cast them.

An epic spell developed by an arcane spellcaster is arcane, and an epic spell developed by a divine spellcaster is divine. A character who can cast both divine and arcane epic spells chooses whether a particular spell he or she develops will be arcane or divine. If that same caster uses the *heal* or *life* seed in an epic spell, that spell is always considered divine. All the epic spells described here can be developed independently by a character who spends the necessary time, money, and experience points. Alternatively, a character can use those spells as a starting point when creating customized versions of the spells.

Table: Epic Seeds

Seed	Base Spellcraft		Base Spellcraft DC
	DC	Seed	
<i>Afflict</i>	14	<i>Energy</i>	19
<i>Animate</i>	25	<i>Foresee</i>	17
<i>Animate dead</i>	23	<i>Fortify</i>	17
<i>Armor</i>	14	<i>Heal*</i>	25
<i>Banish</i>	27	<i>Life*</i>	27
<i>Compel</i>	19	<i>Reflect</i>	27
<i>Conceal</i>	17	<i>Reveal</i>	19
<i>Conjure</i>	21	<i>Slay</i>	25
<i>Contact</i>	23	<i>Summon</i>	14
<i>Delude</i>	14	<i>Transform</i>	21
<i>Destroy</i>	29	<i>Transport</i>	27
<i>Dispel</i>	19	<i>Ward</i>	14

*Spellcasters without at least 24 ranks in Knowledge (religion) or Knowledge (nature) may not use *heal* or *life* spell seeds.

Resource Cost: The development of an epic spell uses up raw materials costing a number of gold pieces equal to 9,000 xthe final Spellcraft DC of the epic spell being developed.

Development Time: Developing an epic spell takes one day for each 50,000 gp in resources required to develop the spell, rounded up to whole days.

XP Cost: To develop an epic spell, a character must spend 1/25 of its resource price in experience points.

Adding Seed DCs: When two or more epic seeds are combined in an epic spell, their base Spellcraft DCs are added together. Both contribute toward the spell's final Spellcraft DC.

Determining School: When combining two or more seeds to develop an epic spell, the school of the finished spell is decided by the caster from among the seeds that make up the epic spell.

Combining Descriptors: When two or more epic seeds are combined in an epic spell, all the descriptors from each seed apply to the finished spell.

Combining Components and Casting Times: Almost every epic spell has verbal and somatic components and a 1-minute casting time, regardless of the number of epic seeds combined. The only exceptions are epic spells with the *heal* and *life* seeds, which have divine focus components.

Combining Range, Targets, Area, and Effect: One seed might have a range of 12,000 feet, another seed might have a range of 400 feet, and a third seed might not have a range at all. Likewise, some seeds have targets, while others have an effect or an area. To determine which seed takes precedence in the finished epic spell, the character must decide which seed is the base seed. The seed most important to the spell's overall purpose is the base seed, and it determines the casting time, range, target, and so on. The other seeds apply only their specific effects to the finished spell. It is occasionally difficult to determine a base seed by examining the spell's effects. If no one seed is most important, simply pick one seed for the purposes of making this determination.

Combining Durations: When combining two or more seeds to develop an epic spell, the seed with the shortest duration determines the duration of the finished epic spell. If any seed of an epic spell is dismissible by the caster, the epic spell is dismissible.

Saving Throws: Even if more than one seed has an associated saving throw, the final spell will have only a single saving throw. If two or more seeds have the same kind of saving throw (Fortitude, Reflex, or Will), then obviously that will be used for the spell's saving throw. If the seeds have different kinds of saving throws, simply choose the saving throw that seems most appropriate for the final spell.

Spell Resistance: When combining two or more seeds to develop an epic spell, if even one seed is subject to spell resistance, the finished epic spell is subject to it as well.

Factors: Factors are not part of epic seeds, but they are the tools used to modify specific parameters of any given seed. Applying factors to the seeds of an epic spell can increase or decrease the final Spellcraft DC, increase the duration, change the area of a spell, and affect many other aspects of the spell.

There are three kinds of factors:

1. Those that can affect a number of seeds.
2. Those that can only be used with specific seeds.
3. Those that reduce the Spellcraft DC rather than increasing it. These are referred to as mitigating factors. To calculate the final Spellcraft DC of an epic spell correctly, it's important to determine the mitigating factors last, after all the factors that increase the DC have been accounted for.

Development Is an Art: Many times developing a completely new epic spell requires some guesswork and rule stretching. As with making and pricing magic items, a sort of balancing act is required. Often the description of a seed will need to be stretched for a particular spell. If necessary, assess an "ad hoc" Spellcraft DC adjustment for any effect that cannot be extrapolated from the seeds and factors presented here—the example spells use ad hoc factors frequently. In all cases, the GM determines the actual Spellcraft DC of the new spell.

Approval: This is the final step, and it's critically important. The epic spell development work and reasoning must be shown to the GM and receive his or her approval. If the GM doesn't approve, then the epic spell cannot be developed. However, the GM should explain why the epic spell wasn't approved and possibly offer suggestions on how to create an epic spell that will be acceptable.

Table: Epic Spell Factors

	Spellcraft DC Modifier
Casting Time	
Reduce casting time by 1 round (minimum 1 round)	+2
1-action casting time	+20
Quickened spell (limit one quickened action/round)	+28
Contingent on specific trigger ¹	+25
Components No verbal component	+2
No somatic component	+2
Duration²	
Increase duration by 100%	+2
Permanent duration (apply this factor after all other epic spell factors but before mitigating factors)	x5
Dismissible by caster (if not already)	+2
Range Increase range by 100%	+2
Target³	
Add extra target within 300 ft.	+10
Change from target to area (pick area option below)	+10
Change from personal to area (pick area option below)	+15
Change from target to touch or ray (300-ft. range)	+4

Change from touch or ranged touch attack to target	+4
Area⁴	
Change area to bolt (5 ft. x300 ft. or 10 ft. x150 ft.)	+2
Change area to cylinder (10-ft. radius, 30 ft. high)	+2
Change area to 40-ft. cone	+2
Change area to four 10-ft. cubes	+2
Change area to 20-ft. radius	+2
Change area to target	+4
Change area to touch or ray (close range)	+4
Increase area by 100%	+4

Saving Throw

Increase spell's saving throw DC by +1	+2
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Spell Resistance

Gain +1 bonus on caster level check to overcome target's spell resistance	+2
Gain +1 on caster level check to beat foe's dispel effect	+2

Other

Recorded onto stone tablet ⁵	x2
Increase damage die by one step (d20 maximum)	+10

Unless stated otherwise, the same factor can be applied more than once.

1 Each contingent spell in use counts as a slot used from the caster's daily epic spell slots.

2 Seeds that already have an instantaneous or permanent duration cannot be increased.

3 When changing a targeted or area seed to a touch or ranged attack, the seed no longer requires a save if it deals damage, instead requiring a successful attack roll. Seeds with a nondamaging effect still allow the target a save. Area spells changed to touch or ranged attacks now affect only the creature successfully attacked.

4 When changing a touch or ranged attack seed to a targeted seed, the seed no longer requires an attack roll if it deals damage, instead requiring a saving throw from the target. On a failed saving throw, the target takes half damage. Area seeds changed to targeted seeds now only affect the target. The GM determines the most appropriate kind of saving throw for the epic spell.

5 Epic spells may only be inscribed on stone tablets or other substances of equal or greater hardness. Once a spell is so inscribed, another epic spellcaster can learn it without going through the process of development. Once an inscribed epic spell is learned by another epic spellcaster in this fashion, the tablet upon which it is inscribed is destroyed and cannot be mended.

Table: Epic Spell Mitigating Factors

	Spellcraft DC Modifier
Backlash 1d6 points of damage (max d6 = caster's HD x2) ¹	−1
Burn 100 XP during casting (max 20,000 XP)	−1
Increase casting time by 1 minute (max 10 minutes) ²	−2
Increase casting time by 1 day (max 100 days) ²	−2
Change from target, touch, or area to personal	−2
Additional participants (ritual)	see Table: Additional Participants in Rituals

Decrease damage die by one step (d4 minimum) −5

Note: Mitigating factors are always applied after all epic spell factors (see above) are accounted for in the development of an epic spell.

1 The caster cannot somehow avoid or make him or her self immune to backlash damage. For spells with durations longer than instantaneous, the backlash damage is per round. If backlash damage kills a caster, no spell or method exists that will return life to the caster's body without costing the caster a level—not even *wish*, *true resurrection*, *miracle*, or epic spells that return life to the deceased. Spells that normally penalize the recipient one level when they return him or her to life penalize a caster killed by backlash two levels.

2 When increasing the casting time of a spell in order to reduce the Spellcraft DC, a character must first “use up” the maximum of 10 minutes (for a total DC modifier of −20). After that, a character can continue to add days to the casting time, with a further modifier of −2 per day, up to the maximum of 100 days.

Additional Participants: Epic spells can be developed that specifically require additional participants. These spells are called rituals. An epic spell developed as a ritual requires a specific number of additional participants, who each must use up one spell slot of a specified level for the day. During an epic spell's development, the spell's creator determines the number of additional participants and the level of the spell slots to be contributed. If the exact number of spellcasters does not partake in the casting, or if the casters do not each contribute the proper spell slot, the epic spell automatically fails. To participate, each participant readies an action to contribute his or her raw spell energy when the primary caster begins the epic spell. Additional participants in a ritual spell reduce the Spellcraft DC, as shown on Table: Additional Participants in Rituals. Each additional participant may only contribute one spell slot. It doesn't matter whether the additional participants are arcane or divine spellcasters; only the level of the spell slot contributed matters. A contributed spell slot is treated as if normally cast. A wizard may contribute either a prepared, uncast spell slot, or an open, unprepared slot. The Spellcraft DC adjustments for each additional participant stack.

Special: A ritual epic spell that takes longer than 1 standard action to cast requires all extra participants to stand as if casting for the same amount of time. If an extra participant is attacked while contributing a spell slot, the participant must make a Concentration check as if casting a spell of the same level as the slot contributed. If the attack disrupts the participant in the ritual, the epic spell is not necessarily ruined. However, the Spellcraft DC reduction that would have been provided by that additional participant cannot be applied to the final Spellcraft DC of the epic spell. Thus the ritual epic spell will be harder for the primary spellcaster to cast.

Table: Additional Participants in Rituals

Spell Slot Level Contributed	Spellcraft DC Reduction	Spell Slot Level Contributed	Spellcraft DC Reduction
1st	-1	6th	-11
2nd	-3	7th	-13
3rd	-5	8th	-15
4th	-7	9th	-17
5th	-9	Epic slot	-19

SEED DESCRIPTIONS

Each seed description hereafter follows the same format used for 0- to 9th-level spells. An additional line, Spellcraft DC, indicates the base DC of the Spellcraft check required to cast an epic spell with this seed.

SEED:AFFLICT

Enchantment (Compulsion) [Fear, Mind-Affecting]

Spellcraft DC: 14

Components: V, S

Casting Time: 1 standard action

Range: 300 ft.

Target: One living creature

Duration: 20 minutes

Saving Throw: Will negates

Spell Resistance: Yes

Afflicts the target with a -2 morale penalty on attack rolls, checks, and saving throws. For each additional -1 penalty assessed on either the target's attack rolls, checks, or saving throws, increase the Spellcraft DC by +2. A character may also develop a spell with this seed that afflicts the target with a -1 penalty on caster level checks, a -1 penalty to an ability score, a -1 penalty to spell resistance, or a -1 penalty to some other aspect of the target. For each additional -1 penalty assessed in one of the above categories, increase the Spellcraft DC by +4. This seed can afflict a character's ability scores to the point where they reach 0, except for Constitution where 1 is the minimum. If a factor is applied to increase the duration of this seed, ability score penalties instead become temporary ability damage. If a factor is applied to make the duration permanent, any ability score penalties become permanent ability drain. Finally, by increasing the Spellcraft DC by +2, one of the target's senses can be afflicted: sight, smell, hearing, taste, touch, or a special sense the target possesses. If the target fails its saving throw, the sense selected doesn't function for the spell's duration, with all attendant penalties that apply for losing the specified sense.

SEED:ANIMATE

Transmutation

Spellcraft DC: 25

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Target: Object or 20 cu. ft. of matter

Duration: 20 rounds

Saving Throw: None

Spell Resistance: No

This seed can imbue inanimate objects with mobility and a semblance of life (not actual life). The animated object attacks whomever or whatever the caster initially designates. The animated object can be of any nonmagical material. The caster can also animate part of a larger mass of raw matter, such as a volume of water in the ocean, part of a stony wall, or the earth itself, as long as the volume of material does not exceed 20 cubic feet. For each additional 10 cubic feet of matter animated, increase the Spellcraft DC by +1, up to 1,000 cubic feet. For each additional 100 cubic feet of matter animated after the first 1,000 cubic feet, increase the spellcraft DC by +1. For each additional Hit Die granted to an animated object of a given size, increase the Spellcraft DC by +2. To animate attended objects (objects carried or worn by another creature), increase the Spellcraft DC by +10.

SEED:ANIMATE DEAD

Necromancy [Evil]

Spellcraft DC: 23

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster can turn the bones or bodies of dead creatures into undead that follow his or her spoken commands. The undead can follow the caster, or they can remain in an area and attack any creature (or a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed undead can't be animated again.) Intelligent undead can follow more sophisticated commands. The *animate dead* seed allows a character to create 20 HD of undead. For each additional 1 HD of undead created, increase the Spellcraft DC by +1. The undead created remain under the caster's control indefinitely. A caster can naturally control 1 HD per caster level of undead creatures he or she has personally created, regardless of the method used. If the caster exceeds this number, newly created creatures fall under his or her control, and excess undead from previous castings become uncontrolled (the caster chooses which creatures are released). If the caster is a cleric, any undead he or she commands through his or her ability to command or rebuke undead do not count toward the limit. For each additional 2 HD of undead to be controlled, increase the Spellcraft DC by +1. Only undead in excess of 20 HD created with this seed can be controlled using this DC adjustment. To both create and control more than 20 HD of undead, increase the Spellcraft DC by +3 per additional 2 HD of undead.

Type of Undead: All types of undead can be created with the *animate dead* seed, although creating more powerful undead increases the Spellcraft DC of the epic spell, according to the table below. The GM must set the Spellcraft DC for undead not included on the table, using similar undead as a basis for comparison.

Undead	Spellcraft DC Modifier	Undead	Spellcraft DC Modifier
Skeleton	-12	Wraith	-2
Zombie	-12	Mummy	+0
Ghoul	-10	Spectre	+2
Shadow	-8	Morhg	+4
Ghast	-6	Vampire	+6
Wight	-4	Ghost	+8

SEED: ARMOR

Conjuration (Creation) [Force]

Spellcraft DC: 14

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 24 hours (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This seed grants a creature additional armor, providing a +4 bonus to Armor Class. The bonus is either an armor bonus or a natural armor bonus, whichever the caster selects. Unlike mundane armor, the *armor* seed provides an intangible protection that entails no armor check penalty, arcane spell failure chance, or speed reduction. Incorporeal creatures can't bypass the *armor* seed the way they can ignore normal armor. For each additional point of Armor Class bonus, increase the Spellcraft DC by +2. The caster can also grant a creature a +1 bonus to Armor Class using a different bonus type, such as deflection, divine, or insight. For each additional point of bonus to Armor Class of one of these types, increase the Spellcraft DC by +10.

SEED: BANISH

Abjuration

Spellcraft DC: 27

Components: V, S

Casting Time: 1 minute

Range: 75 ft.

Target: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This seed forces extraplanar creatures out of the caster's home plane. The caster can banish up to 14 HD of extraplanar creatures. For each additional 2 HD of extraplanar creatures banished, increase the Spellcraft DC by +1. To specify a type or sub-type of creature other than outsider to be banished, increase the Spellcraft DC by +20.

SEED: COMPEL

Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 19

Components: V, M

Casting Time: 1 minute

Range: 75 ft.

Target: One living creature

Duration: 20 hours or until completed

Saving Throw: Will negates

Spell Resistance: Yes

This seed compels a target to follow a course of activity. At the basic level of effect, a spell using the *compel* seed must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do an obviously harmful act automatically negates the effect (unless the Spellcraft DC has been increased to avoid this limitation; see below). To compel a creature to follow an outright unreasonable course of action, increase the Spellcraft DC by +10. The compelled course of activity can continue for the entire duration. If the compelled activity can be completed in a shorter time, the spell ends when the subject finishes what he or she was asked to do. The caster can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell using this seed expires, the activity is not performed.

SEED: CONCEAL

Illusion (Glamer)

Spellcraft DC: 17

Components: V, S

Casting Time: 1 minute

Range: Personal or touch

Target: You or a creature or object of up to 2,000 lb.

Duration: 200 minutes or until expended (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

This seed can conceal a creature or object touched from sight, even from darkvision. If the subject is a creature carrying gear, the gear vanishes too, rendering the creature invisible. A spell using the *conceal* seed ends if the subject attacks any creature. Actions directed at unattended objects do not break the spell, and causing harm indirectly is not an attack. To create

invisibility that lasts regardless of the actions of the subject, increase the Spellcraft DC by +4. Alternatively, this seed can conceal the exact location of the subject so that it appears to be about 2 feet away from its true location; this increases the Spellcraft DC by +2. The subject benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, this displacement effect does not prevent enemies from targeting him or her normally. The *conceal* seed can also be used to block divination spells, spell-like effects, and epic spells developed using the *reveal* seed; this increases the Spellcraft DC by +6. In all cases where divination magic of any level, including epic level, is employed against the subject of a spell using the *conceal* seed for this purpose, an opposed caster level check determines which spell works.

SEED: CONJURE

Conjuration (Creation)

Spellcraft DC: 21

Components: V, S

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving matter up to 20 cu. ft.

Duration: 8 hours

Saving Throw: None

Spell Resistance: No

This seed creates a nonmagical, unattended object of nonliving matter of up to 20 cubic feet in volume. The caster must succeed at an appropriate skill check to make a complex item. The seed can create matter ranging in hardness and rarity from vegetable matter all the way up to mithral and even adamantine. Simple objects have a natural duration of 24 hours. For each additional cubic foot of matter created, increase the Spellcraft DC by +2. Attempting to use any created object as a material component or a resource during epic spell development causes the spell to fail and the object to disappear.

The *conjure* seed can be used in conjunction with the *life* and *fortify* seeds for an epic spell that creates an entirely new creature, if made permanent. To give a creature spell-like abilities, apply other epic seeds to the epic spell that replicate the desired ability. To give the creature a supernatural or extraordinary ability rather than a spell-like ability, double the cost of the relevant seed. Remember that two doublings equals a tripling, and so forth. To give a creature Hit Dice, use the *fortify* seed. Each 5 hit points granted to the creature gives it an additional 1 HD. Once successfully created, the new creature will breed true.

SEED: CONTACT

Divination

Spellcraft DC: 23

Components: V, S

Casting Time: 1 minute

Range: See text

Target: One creature

Duration: 200 minutes

Saving Throw: None

Spell Resistance: No

This seed forges a telepathic bond with a particular creature with which the caster is familiar (or one that the caster can currently see directly or through magical means) and can converse back and forth. The subject recognizes the caster if it knows him or her. It can answer in like manner immediately, though it does not have to. The caster can forge a communal bond among more than two creatures. For each additional creature contacted, increase the Spellcraft DC by +1. The bond can be established only among willing subjects, which therefore receive no saving throw or spell resistance. For telepathic communication through the bond regardless of language, increase the Spellcraft DC by +4. No special influence is established as a result of the bond, only the power to communicate at a distance.

At the base Spellcraft DC of 20, a caster can also use the *contact* seed to imbue an object (or creature) with a message he or she prepares that appears as written text for the spell's duration or is spoken aloud in a language the caster knows. The spoken message can be of any length, but the length of written text is limited to what can be contained (as text of a readable size) on the surface of the target. The message is delivered when specific conditions are fulfilled according to the caster's desire when the spell is cast.

SEED: DELUDE

Illusion (Figment)

Spellcraft DC: 14

Components: V, S

Casting Time: 1 minute

Range: 12,000 ft.

Effect: Visual figment that can extend for up to twenty 30-ft. cubes (S)

Duration: Concentration plus 20 hours

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

A spell developed with the *delude* seed creates the visual illusion of an object, creature, or force, as visualized by the caster. The caster can move the image within the limits of the size of the effect by concentrating (the image is otherwise stationary). The image disappears when struck by an opponent unless the caster causes the illusion to react appropriately. For an illusion that includes audible, olfactory, tactile, taste, and thermal aspects, increase the Spellcraft DC by +2 per extra aspect. Even realistic tactile and thermal illusions can't deal damage, however. For each additional image to be created, increase the Spellcraft DC by +1. For an illusion that follows a script determined by the caster, increase the Spellcraft DC by +9. The figment follows the script without the caster having to concentrate on it. The illusion can include intelligible speech if desired. For an illusion that makes any area appear to be something other than it is, increase the Spellcraft DC by +4. Additional components, such as sounds, can be added as noted above. Concealing creatures requires additional spell development using this or other seeds.

SEED: DESTROY

Transmutation

Spellcraft DC: 29

Components: V, S

Casting Time: 1 minute

Range: 12,000 ft.

Target: One creature, or up to a 10-foot cube of nonliving matter

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This seed deals 20d6 points of damage to the target. The damage is of no particular type or energy. For each additional 1d6 points of damage dealt, increase the Spellcraft DC by +2. If the target is reduced to -10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated, leaving behind only a trace of fine dust. Up to a 10-foot cube of nonliving matter is affected, so a spell using the *destroy* seed destroys only part of any very large object or structure targeted. The *destroy* seed affects even magical matter, energy fields, and force effects that are normally only affected by the *disintegrate* spell. Such effects are automatically destroyed. Epic spells using the *ward* seed may also be destroyed, though the caster must succeed at an opposed caster level check against the other spellcaster to bring down a *ward* spell.

SEED: DISPEL

Abjuration

Spellcraft DC: 19

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Target: One creature, object, or spell

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This seed can end ongoing spells that have been cast on a creature or object, temporarily suppress the magical abilities of a magic item, or end ongoing spells (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. The *dispel* seed can defeat all spells, even those not normally subject to *dispel magic*. The *dispel* seed can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells, and it affects spell-like effects just as it affects spells. One creature, object, or spell is the target of the *dispel* seed. The caster makes a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 + 10 against a DC of 11 + the target spell's caster level. For each additional +1 on the dispel check, increase the Spellcraft DC by +1. If targeting an object or creature that is the effect of an ongoing spell, make a dispel check to end the spell that affects the object or creature. If the object targeted is a magic item, make a dispel check against the item's caster level. If successful, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface is temporarily closed. A magic item's physical properties are unchanged. Any creature, object, or spell is potentially subject to the *dispel* seed, even the spells of gods and the abilities of artifacts. A character automatically succeeds on the dispel check against any spell that he or she cast him or her self.

SEED: ENERGY

Evocation [Acid, Fire, Electricity, Cold, or Sonic]

Spellcraft DC: 19

Components: V, S

Casting Time: 1 minute

Range: 300 ft. or touched creature or object of 2,000 lb. or less

Area: A bolt 5 ft. wide to 300 ft. long; or a 10-ft.-radius emanation; or a wall whose area is up to one 200-ft. square; or a sphere or hemi-sphere with a radius of up to 20 ft.

Duration: Instantaneous or 20 hours (see text)

Saving Throw: Reflex half

Spell Resistance: Yes

This seed uses whichever one of five energy types the caster chooses: acid, cold, electricity, fire, or sonic. The caster can cast the energy forth as a bolt, imbue an object with the energy, or create a freestanding manifestation of the energy. If the spell developed using the *energy* seed releases a bolt, that bolt instantaneously deals 10d6 points of damage of the appropriate energy type, and all in the bolt's area must make a Reflex save for half damage. For each additional 1d6 points of damage dealt, increase the Spellcraft DC by +2. The bolt begins at the caster's fingertips. To imbue another creature with the ability to use an energy bolt as a spell-like ability at its option or when a particular condition is met, increase the Spellcraft DC by +25. The caster can also cause a creature or object to emanate the specific energy type out to a radius of 10 feet for 20 hours. The emanated energy deals 2d6 points of energy damage per round against unprotected creatures (the target creature is susceptible if not separately warded or otherwise resistant to the energy). For each additional 1d6 points of damage emanated, increase the Spellcraft DC by +2. The caster may also create a wall, half-circle, circle, dome, or sphere of the desired energy that emanates the energy for up to 20 hours. One side of the wall, selected by the caster, sends forth waves of energy, dealing 2d4 points of energy damage to creatures within 10 feet and 1d4 points of energy damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and in each round that a creature enters or remains in the area. In addition, the wall deals 2d6+20 points of energy damage to any creature passing through it. The wall deals double damage to undead creatures. For each additional 1d4 points of damage, increase the Spellcraft DC by +2.

The caster can also use the *energy* seed to create a spell that carefully releases and balances the emanation of cold, electricity, and fire, creating specific weather effects for a period of 20 hours. Using the *energy* seed this way has a base Spellcraft DC of 25. The area extends to a two-mile-radius centered on the caster. Once the spell is cast, the weather takes 10 minutes to manifest. Ordinarily, a caster can't directly target a creature or object, though indirect effects are possible. This seed can create cold snaps, heat waves, thunderstorms, fogs, blizzards—even a tornado that moves randomly in the affected area. Creating targeted damaging effects requires an additional use of the *energy* seed.

SEED: FORESEE

Divination

Spellcraft DC: 17

Components: V, S

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous or concentration (see text)

The caster can foretell the immediate future, or gain information about specific questions. He or she is 90% likely to receive a meaningful reading of the future of the next 30 minutes. If successful, the caster knows if a particular action will bring good results, bad results, or no result. For each additional 30 minutes into the future, multiply the Spellcraft DC by x2. For better results, the caster can pose up to ten specific questions (one per round while he or she concentrates) to unknown powers of other planes, but the base Spellcraft DC for such an attempt is 23. The answers return in a language the caster understands, but use only one-word replies: "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer. Unlike 0- to 9th-level spells of similar type, all questions answered are 90% likely to be answered truthfully. However, a specific spell using the *foresee* seed can only be cast once every five weeks. The *foresee* seed is also useful for epic spells requiring specific information before functioning, such as spells using the *reveal* and *transport* seeds. The *foresee* seed can also be used to gain one basic piece of information about a living target: level, class, alignment, or some special ability (or one of an object's magical abilities, if any). For each additional piece of information revealed, increase the Spellcraft DC by +2.

SEED: FORTIFY

Transmutation

Spellcraft DC: 17 (see text)

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 20 hours; permanent for age adjustment

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spells using the *fortify* seed grant a +1 enhancement bonus to whichever one of the following the caster chooses:

-Any one ability score.

-Any one kind of saving throw.

-Spell resistance.

-Natural armor.

The *fortify* seed can also grant energy resistance 1 for one energy type or 1 temporary hit point. For each additional +1 bonus, point of energy resistance, or hit point, increase the Spellcraft DC by +2.

The *fortify* seed has a base Spellcraft DC of 23 if it grants a +1 bonus of a type other than enhancement. For each additional +1 bonus of a type other than enhancement, increase the Spellcraft DC by +6. If the caster applies a factor to make the duration permanent, the bonus must be an inherent bonus, and the maximum inherent bonus allowed is +5.

The *fortify* seed has a base Spellcraft DC of 27 if it grants a creature a +1 bonus to an ability score or other statistic it does not possess. For each additional +1 bonus, increase the Spellcraft DC by +4. If a spell with the *fortify* seed grants an inanimate object an ability score it would not normally possess (such as Intelligence), the spell must also incorporate the *life* seed.

Granting spell resistance to a creature that doesn't already have it is a special case; the base Spellcraft DC of 27 grants spell resistance 25, and each additional point of spell resistance increases the Spellcraft DC by +4 (each -1 to spell resistance reduces the Spellcraft DC by -2).

The *fortify* seed can also grant damage reduction 1/magic. For each additional point of damage reduction, increase the Spellcraft DC by +2. To increase the damage reduction value to epic, increase the Spellcraft DC by +15.

A special use of the *fortify* seed grants the target a permanent +1 year to its current age category. For each additional +1 year added to the creature's current age category, increase the Spellcraft DC by +2. Incremental adjustments to a creature's maximum age do not stack; they overlap. When a spell increases a creature's current age category, all higher age categories are also adjusted accordingly.

SEED: HEAL

Conjuration (Healing)

Spellcraft DC: 25

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Yes (harmless; see text)

Spell Resistance: Yes (harmless)

Spells developed with the *heal* seed channel positive energy into a creature to wipe away disease and injury. Such a spell completely cures all diseases, blindness, deafness, hit point damage, and temporary ability damage. To restore permanently drained ability score points, increase the Spellcraft DC by +6. The *heal* seed neutralizes poisons in the subject's system so that no additional damage or effects are suffered. It offsets feble-mindedness and cures mental disorders caused by spells or injury to the brain. It dispels all magical effects penalizing the character's abilities, including effects caused by spells, even epic spells developed with the *afflict* seed. Only a single application of the spell is needed to simultaneously achieve all these effects. This seed does not restore levels or Constitution points lost due to death. To dispel all negative levels afflicting the target, increase the Spellcraft DC by +2. This reverses level drains by a force or creature. The drained levels are restored only if the creature lost the levels within the last 20 weeks. For each additional week since the levels were drained, increase the Spellcraft DC by +2.

Against undead, the influx of positive energy causes the loss of all but 1d4 hit points if the undead fails a Fortitude saving throw.

An epic caster with 24 ranks in Knowledge (arcana), Knowledge (nature), or Knowledge (religion) can cast a spell developed with a special version of the *heal* seed that flushes negative energy into the subject, healing undead completely but causing the loss of all but 1d4 hit points in living creatures if they fail a Fortitude saving throw. Alternatively, a living target that fails its Fortitude saving throw could gain four negative levels for the next 8 hours. For each additional negative level bestowed, increase the Spellcraft DC by +4, and for each extra hour the negative levels persist, increase the Spellcraft DC by +2. If the subject has at least as many negative levels as Hit Dice, it dies. If the subject survives and the negative levels persist for 24 hours or longer, the subject must make another Fortitude saving throw, or the negative levels are converted to actual level loss.

SEED: LIFE

Conjuration (Healing)

Spellcraft DC: 27

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

A spell developed with the *life* seed will restore life and complete vigor to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be returned to life, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead for no longer than two hundred years. For each additional ten years, increase the Spellcraft DC by +1. The creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level (or 1 point of Constitution if the subject was 1st level). The life seed cannot revive someone who has died of old age.

An epic caster with 24 ranks in Knowledge (arcana), Knowledge (nature), or Knowledge (religion) can cast a spell developed with a special version of the life seed that gives actual life to normally inanimate objects. The caster can give inanimate plants and animals a soul, personality, and humanlike sentience. To succeed, the caster must make a Will save (DC 10 + the target's Hit Dice, or the Hit Dice a plant will have once it comes to life).

The newly living object, intelligent animal, or sentient plant is friendly toward the caster. An object or plant has characteristics as if it were an animated object, except that its Intelligence, Wisdom, and Charisma scores are all 3d6. Animated objects and plants gain the ability to move their limbs, projections, roots, carved legs and arms, or other appendages, and have senses similar to a human's. A newly intelligent animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HD. Objects, animals, and plants speak one language that the caster knows, plus one additional language that he or she knows per point of Intelligence bonus (if any).

SEED: REFLECT

Abjuration

Spellcraft DC: 27

Components: V, S

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Until expended or 12 hours

Attacks targeted against the caster rebound on the original attacker. Each use of the *reflect* seed in an epic spell is effective against one type of attack only: spells (and spell-like effects), ranged attacks, or melee attacks. To reflect an area spell, where the caster is not the target but are caught in the vicinity, increase the Spellcraft DC by +20. A single successful use of *reflect* expends its protection. Spells developed with the *reflect* seed against spells and spell-like effects return all spell effects of up to 1st level. For each additional level of spells to be reflected, increase the Spellcraft DC by +20. Epic spells are treated as 10th-level spells for this purpose.

The desired effect is automatically reflected if the spell in question is 9th level or lower. An opposed caster level check is required when the reflect seed is used against another epic spell. If the enemy spellcaster gets his or her spell through by winning the caster level check, the epic spell using the reflect seed is not expended, just momentarily suppressed.

If the *reflect* seed is used against a melee attack or ranged attack, five such attacks are automatically reflected back on the original attacker. For each additional attack reflected, increase the Spellcraft DC by +4. The reflected attack rebounds on the attacker using the same attack roll. Once the allotted attacks are reflected, the spell using the *reflect* seed is expended.

SEED: REVEAL

Divination

Spellcraft DC: 19 (see text)

Components: V, S

Casting Time: 1 minute

Range: See text

Effect: Magical sensor

Duration: 20 minutes (D)

Saving Throw: None

Spell Resistance: No

The caster of this seed can see some distant location or hear the sounds at some distant location almost as if he or she was there. To both hear and see, increase the Spellcraft DC by +2. Distance is not a factor, but the locale must be known—a place familiar to the caster or an obvious one. The spell creates an invisible sensor that can be dispelled. Lead sheeting or magical protection blocks the spell, and the caster senses that the spell is so blocked. If the caster prefers to create a mobile sensor (speed 30 feet) that he or she controls, increase the Spellcraft DC by +2. To use the *reveal* seed to reach one specific different plane of existence, increase the Spellcraft DC by +8. To allow magically enhanced senses to work through a spell built with the *reveal* seed, increase the Spellcraft DC by +4. To cast any spell from the sensor whose range is touch or greater, increase the Spellcraft DC by +6; however, the caster must maintain line of effect to the sensor at all times. If the line of effect is obstructed, the spell ends. To free the caster of the line of effect restriction for casting spells through the sensor, multiply the Spellcraft DC by x10.

The *reveal* seed has a base Spellcraft DC of 25 if used to pierce illusions and see things as they really are. The caster can see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under *blur* or *displacement* effects, see invisible creatures or objects normally, see through illusions, see onto the Ethereal Plane (but not into extradimensional spaces), and see the true form of polymorphed, changed, or transmuted things. The range of such sight is 120 feet.

The *reveal* seed can also be used to develop spells that will do any one of the following: duplicate the *read magic* spell, comprehend the written and verbal language of another, or speak in the written or verbal language of another. To both comprehend and speak a language, increase the Spellcraft DC by +4.

SEED: SLAY

Necromancy [Death]

Spellcraft DC: 25

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial or half (see text)

Spell Resistance: Yes

A spell developed using the *slay* seed snuffs out the life force of a living creature, killing it instantly. The *slay* seed kills a creature of up to 80 HD. The subject is entitled to a Fortitude saving throw to survive the attack. If the save is successful, it instead takes 3d6+20 points of damage. For each additional 80 HD affected (or each additional creature affected), increase the Spellcraft DC by +8. Alternatively, a caster can use the *slay* seed in an epic spell to suppress the life force of the target by bestowing 2d4 negative levels on the target (or half as many negative levels on a successful Fortitude save). For each additional 1d4 negative levels bestowed, increase the Spellcraft DC by +4. If the subject has at least as many negative levels as Hit Dice, it dies. If the subject survives and the negative levels persist for 24 hours or longer, the subject must make another Fortitude saving throw, or the negative levels are converted to actual level loss.

SEED: SUMMON

Conjuration (Summoning)

Spellcraft DC: 14

Components: V, S

Casting Time: 1 minute

Range: 75 ft.

Effect: One summoned creature

Duration: 20 rounds (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

This seed can summon an outsider. It appears where the caster designates and acts immediately, on his or her turn, if its spell resistance is overcome and it fails a Will saving throw. It attacks the caster's opponents to the best of its ability. If the caster can communicate with the outsider, he or she can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures an outsider the caster selects of CR 2 or less. For each +1 CR of the summoned outsider, increase the Spellcraft DC by +2. For each additional outsider of the same Challenge Rating summoned, multiply the Spellcraft DC by x2. When a caster develops a spell with the *summon* seed that summons an air, chaotic, earth, evil, fire, good, lawful, or water creature, the completed spell is also of that type.

If the caster increases the Spellcraft DC by +10, he or she can summon a creature of CR 2 or less from another monster type

or subtype. The summoned creature is assumed to have been plucked from some other plane (or somewhere on the same plane). The summoned creature attacks the caster's opponents to the best of its ability; or, if the caster can communicate with it, it will perform other actions. However, the summoning ends if the creature is asked to perform a task inimical to its nature. For each +1 CR of the summoned creature, increase the Spellcraft DC by +2.

Finally, by increasing the Spellcraft DC by +60, the caster can summon a unique individual he or she specifies from anywhere in the multiverse. The caster must know the target's name and some facts about its life, defeat any magical protection against discovery or other protection possessed by the target, and overcome the target's spell resistance, and it must fail a Will saving throw. The target is under no special compulsion to serve the caster.

SEED: TRANSFORM

Transmutation

Spellcraft DC: 21

Components: V, S

Casting Time: 1 minute

Range: 300 ft.

Target: One creature or inanimate, nonmagical object

Duration: Permanent

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Spells using the *transform* seed change the subject into another form of creature or object. The new form can range in size from Diminutive to one size larger than the subject's normal form. For each additional increment of size change, increase the Spellcraft DC by +6. If the caster wants to transform a nonmagical, inanimate object into a creature of his or her type or transform a creature into a nonmagical, inanimate object, increase the Spellcraft DC by +10. To change a creature of one type into another type increase the Spellcraft DC by +5.

Transformations involving nonmagical, inanimate substances with hardness are more difficult; for each 2 points of hardness, increase the Spellcraft DC by +1.

To transform a creature into an incorporeal or gaseous form, increase the Spellcraft DC by +10. Conversely, to overcome the natural immunity of a gaseous or incorporeal creature to transformation, increase the Spellcraft DC by +10.

The *transform* seed can also change its target into someone specific. To transform an object or creature into the specific likeness of another individual (including memories and mental abilities), increase the Spellcraft DC by +25. If the transformed creature doesn't have the level or Hit Dice of its new likeness, it can only use the abilities of the creature at its own level or Hit Dice. If slain or destroyed, the transformed creature or object reverts to its original form. The subject's equipment, if any, remains untransformed or melds into the new form's body, at the caster's option. The transformed creature or object acquires the physical and natural abilities of the creature or object it has been changed into while retaining its own memories and mental ability scores. Mental abilities include personality, Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, base saves, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, natural weapons, and similar gross physical qualities (presence or absence of wings, number of extremities, and so forth), and possibly hardness. Creatures transformed into inanimate objects do not gain the benefit of their untransformed physical abilities, and may well be blind, deaf, dumb, and unfeeling. Objects transformed into creatures gain that creature's average physical ability scores, but are considered to have mental ability scores of 0 (the *fortify* seed can add points to each mental ability, if desired). For each normal extraordinary ability or supernatural ability granted to the transformed creature, increase the Spellcraft DC by +10. The transformed subject can have no more Hit Dice than the caster has or than the subject has (whichever is greater). In any case, for each Hit Die the assumed form has above 15, increase the Spellcraft DC by +2.

SEED: TRANSPORT

Conjuration [Teleportation]

Spellcraft DC: 27

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: You and touched objects or other touched willing creatures weighing up to 1,000 lb.

Duration: Instantaneous, or 5 rounds for temporal transport

Saving Throw: None or Will negates (see text)

Spell Resistance: No or Yes (see text)

Spells using the *transport* seed instantly take the caster to a designated destination, regardless of distance. For interplanar travel, increase the Spellcraft DC by +4. For each additional 50 pounds in objects and willing creatures beyond the base

1,000 pounds, increase the Spellcraft DC by +2. The base use of the *transport* seed provides instantaneous travel through the Astral Plane. To shift the transportation medium to another medium increase the Spellcraft DC by +2. The caster does not need to make a saving throw, nor is spell resistance applicable to him or her. Only objects worn or carried (attended) by another person receive saving throws and spell resistance. For a spell intended to transport unwilling creatures, increase the Spellcraft DC by +4. The caster must have at least a reliable description of the place to which he or she is transporting. If the caster attempts to use the *transport* seed with insufficient or misleading information, the character disappears and simply reappear in his or her original location.

As a special use of the *transport* seed, a caster can develop a spell that temporarily transports him or her into a different time stream (leaving the caster in the same physical location); this increases the Spellcraft DC by +8. If the caster moves him or herself, or the subject, into a slower time stream for 5 rounds, time ceases to flow for the subject, and its condition becomes fixed—no force or effect can harm it until the duration expires. If the caster moves him or her self into a faster time stream, the caster speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. The caster is free to act for 5 rounds of apparent time. Fire, cold, poison gas, and similar effects can still harm the caster. While the caster is in the fast time stream, other creatures are invulnerable to his or her attacks and spells; however, the caster can create spell effects and leave them to take effect when he or she reenters normal time. Because of the branching nature of time, epic spells used to transport a subject into a faster time stream cannot be made permanent, nor can the duration of 5 rounds be extended. More simply, the seed can *haste* or *slow* a subject for 20 rounds by transporting it to the appropriate time stream. This decreases the Spellcraft DC by -4.

SEED: WARD

Abjuration

Spellcraft DC: 14

Components: V, S

Casting Time: 1 minute

Range: Touch

Target or Effect: Touched creature or object of 2,000 lb. or less; or 10-ft.-radius spherical emanation, centered on you

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes

This seed can grant a creature protection from damage of a specified type. The caster can protect a creature from standard damage or from energy damage. The caster can protect a creature or area from magic. Alternatively, he or she can hedge out a type of creature from a specified area. A ward against standard damage protects a creature from whichever two the caster selects of the three damage types: bludgeoning, piercing, and slashing. For a ward against all three types, increase the Spellcraft DC by +4. Each round, the spell created with the *ward* seed absorbs the first 5 points of damage the creature would otherwise take, regardless of whether the source of the damage is natural or magical. For each additional point of protection, increase the Spellcraft DC by +2.

A ward against energy grants a creature protection from whichever one the caster selects of the five energy types: acid, cold, electricity, fire, or sonic. Each round, the spell absorbs the first 5 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well. For each additional point of protection, increase the Spellcraft DC by +1.

A ward against a specific type of creature prevents bodily contact from whichever one of several monster types the caster selects. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection ends if the warded creature makes an attack against or intentionally moves within 5 feet of the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

A ward against magic creates an immobile, faintly shimmering magical sphere (with radius 10 feet) that surrounds the caster and excludes all spell effects of up to 1st level. Alternatively, the caster can ward just the target and not create the radius effect. For each additional level of spells to be excluded, increase the Spellcraft DC by +20 (but see below). The area or effect of any such spells does not include the area of the ward, and such spells fail to affect any target within the ward. This includes spell-like abilities and spells or spell-like effects from magic items. However, any type of spell can be cast through or out of the ward. The caster can leave and return to the protected area without penalty (unless the spell specifically targets a creature and does not provide a radius effect). The ward could be brought down by a targeted *dispel magic* spell. Epic spells using the *dispel* seed may bring down a ward if the enemy spellcaster succeeds at a caster level check. The ward may also be brought down with a targeted epic spell using the *destroy* seed if the enemy spellcaster succeeds at a caster level check.

Instead of creating an epic spell that uses the *ward* seed to nullify all spells of a given level and lower, the caster can create a ward that nullifies a specific spell (or specific set of spells). For each specific spell so nullified, increase the Spellcraft DC by +2 per spell level above 1st.

EPIC PSIONIC POWERS

The following adjustments should be made if taking psionic characters to epic levels.

Epic Psionic Seeds

Psionic characters can acquire epic powers. Generally, all the epic spell rules work for epic powers as well, except as noted below for displays.

Psionic characters take the Epic Manifestation feat, which works just like the Epic Spellcasting feat. The prerequisites for this feat are 24 ranks of Psicraft, 24 ranks of Knowledge (psionics), and the ability to manifest 9th-level psionic powers.

Just as spellcasters use no spell slots to cast epic spells, psionic characters use no power points to manifest epic powers.

Instead, they freely manifest their known epic powers a number of times per day equal to their Knowledge (psionics) skill divided by 10 (round down).

Table: Psionic Seeds

	Base Psicraft DC	Base Psicraft DC
<i>Psychometabolism</i>		<i>Telepathy</i>
Fortify	17	Compel
Slay	25	Contact
Transform	21	Delude
Heal	50	<i>Psychokinesis</i>
<i>Psychoportation</i>		Dispel
Banish	27	Energy
Summon	14	Reflect
Transport	27	Destroy
<i>Clairsentience</i>		Ward
Afflict	14	<i>Metacreativity</i>
Foresee	17	Armor
Reveal	19	Conjure
Conceal	17	Animate dead
		Animate
		Life
		55

Table: Psionic Factors

	Psicraft DC Modifier
<i>Discipline</i>	
Seed within primary discipline	-5
<i>Display</i>	
Hide visual display (epic psionic seeds substitute one Vi display for V and S components)	+4

NON-EPIC SPELL

Genesis

Conjuration (Creation)

Level: Sor/Wiz 9, Creation 9

Components: V, S, M, XP

Casting Time: 1 week (8 hours/day)

Range: 180 ft. (see text)

Effect: A demiplane coterminous with the Ethereal Plane, centered on your location

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spellcaster creates a finite plane with limited access: a demiplane. Demiplanes created by this power are very small, very minor planes.

A character can only cast this spell while on the Ethereal Plane. When he or she casts the spell, a local density fluctuation precipitates the creation of a demiplane. At first, the fledgling plane grows at a rate of 1 foot in radius per day to an initial maximum radius of 180 feet as it rapidly draws substance from surrounding ethereal vapors and protomatter.

The spellcaster determines the environment within the demiplane when he or she first casts *genesis*, reflecting most any desire the spellcaster can visualize. The spellcaster determines factors such as atmosphere, water, temperature, and the general shape of the terrain. This spell cannot create life (including vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth). The spellcaster must add these things in some other fashion if he or she desires. Once the basic demiplane reaches its maximum size, the spellcaster can continue to cast this spell to enlarge the demiplane, adding another 180 feet of radius to the demiplane each time.

Material Component: A crystalline sphere

XP Cost: 5,000 XP.

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EPIC MAGIC ITEMS 1

While not truly an artifact, the epic magic item is a creation of such power that it surpasses other magic items. Epic magic items are objects of great power and value. The following are typical characteristics of an epic magic item. In general, an item with even one of these characteristics is an epic magic item.

- Grants a bonus on attacks or damage greater than +5.
- Grants an enhancement bonus to armor higher than +5.
- Has a special ability with a market price modifier greater than +5.
- Grants an armor bonus of greater than +10 (not including magic armor's enhancement bonus).
- Grants a natural armor, deflection, or resistance bonus greater than +5.
- Grants an enhancement bonus to an ability score greater than +6.
- Grants an enhancement bonus on a skill check greater than +30.
- Mimics a spell of an effective level higher than 9th.
- Has a caster level above 20th.
- Has a market price above 200,000 gp, not including material costs for armor or weapons, material component- or experience point-based costs, or additional value for intelligent items.

An epic magic item that grants a bonus beyond those allowed for normal magic items has a higher market price than indicated by the formulas for non-epic items.

Epic magic items are not artifacts. They are not unique, though they are certainly very rare, and anyone with the proper item creation feats can build them. Even an epic magic item can never grant a dodge bonus, and the maximum inherent bonus that can be applied to an ability score is +5. An epic magic item cannot be created that uses or mimics an epic spell. A major artifact might be able to mimic such a spell, however.

CREATING EPIC MAGIC ITEMS

The process of creating an epic magic item is very similar to creating a nonepic magic item. However, certain important differences exist.

CASTER LEVEL

Spells with an effective level of 10th or higher are possible at epic levels. Because these spell slots aren't automatically gained at a particular level like 0- to 9th-level spells are, they don't have a minimum caster level. For this reason, the minimum caster level for any spell of 10th level or higher is set at $11 + \text{spell level}$.

PREREQUISITES

In addition to the materials and tools required for nonepic magic items, any epic magic item requires at least two item creation feats: the epic and nonepic version.

MARKET PRICE

Use the guidelines for nonepic magic items to determine the market price of an epic magic item, with one addition: If the item gives a bonus beyond the limit allowed in for normal, nonepic magic items, multiply the portion of the market price derived from that characteristic by 10. Some epic characteristics, such as caster level, don't trigger this multiplier.

EXPERIENCE POINT COST

The experience point cost to create an epic magic item is determined differently than for a normal magic item. For all epic magic items other than scrolls, divide the market price by 100, then add 10,000 XP to the result. The final number is the experience point cost to create the item.

For epic scrolls, divide the market price by 25 (as normal for creating a nonepic scroll), then add 1,000 XP to the result. The final number is the experience point cost to create the epic scroll.

MAGIC ITEM DESCRIPTIONS

In the following sections, each general type of magic item, such as armor or scrolls, has an overall description, followed by descriptions of specific items, if any. Each magic item description and table follows the same format used for nonepic magic items. Specific exceptions are noted as necessary.

ARMOR

Except when otherwise stated, epic magic armor and shields follow the rules for nonepic magic armor and shields.

There is no limit to the enhancement bonus of epic magic armor or shields, to the market price modifier of epic magic armor or shield special abilities, or to the total enhancement bonus and market price modifier of epic magic armor or shields.

EPIC ARMOR AND SHIELD BASE PRICE

To find the base price of an epic suit of magic armor or an epic magic shield, roll on Table: Armor and Shields. Note that the +6 to +10 rows apply only to armor and shields that provide an enhancement bonus of +6 to +10 or armor and shields with a single special ability whose market price modifier is +6 to +10. Magic armor and shields with a total effective bonus of +6 to +10 but that have an enhancement bonus of +5 or less and special abilities whose individual market price modifiers are +5 or less use the table for nonepic magic armor to determine price.

Table: Armor and Shields

d%	Enhancement Bonus	Market Price
01	+1 shield ¹	+1,000 gp
02	+1 armor ²	+1,000 gp
03	+2 shield ¹	+4,000 gp
04	+2 armor ²	+4,000 gp
05–06	+3 shield ¹	+9,000 gp
07–08	+3 armor ²	+9,000 gp
09–12	+4 shield ¹	+16,000 gp
13–16	+4 armor ²	+16,000 gp
17–21	+5 shield ¹	+25,000 gp
22–26	+5 armor ²	+25,000 gp
27–30	+6 shield	+360,000 gp
31–34	+6 armor	+360,000 gp
35–38	+7 shield	+490,000 gp
39–42	+7 armor	+490,000 gp
43–45	+8 shield	+640,000 gp
46–48	+8 armor	+640,000 gp
49–50	+9 shield	+810,000 gp
51–52	+9 armor	+810,000 gp
53–54	+10 shield	+1,000,000 gp
55–56	+10 armor	+1,000,000 gp
57–62	Specific armor or shield ³	
63–75	Armor with special ability and roll again ⁴	
76–98	Shield with special ability and roll again ⁴	
99	Epic shield ⁵	
100	Epic armor ⁵	

¹ Roll also on nonepic magic item Table: Shield Special Abilities.

² Roll also on nonepic magic item Table: Armor Special Abilities.

³ Roll on Table: Specific Epic Magic Armor and Shields.

⁴ Roll on Table: Armor Special Abilities or Table: Shield Special Abilities.

⁵ Roll on Table: Epic Armor and Shields.

Table: Epic Armor and Shields

d%	Enhancement Bonus	Market Price
01–21	+11	+1,210,000 gp
22–39	+12	+1,440,000 gp
40–54	+13	+1,690,000 gp
55–66	+14	+1,960,000 gp
67–76	+15	+2,250,000 gp
77–84	+16	+2,560,000 gp

85–90	+17	+2,890,000 gp
91–94	+18	+3,240,000 gp
95–97	+19	+3,610,000 gp
98–99	+20	+4,000,000 gp
100	Roll again and add +10 to bonus ¹	²

1 This is cumulative if rolled multiple times.

2 For enhancement bonuses higher than +20, the market price modifier is equal to the square of the bonus x10,000 gp.

Table: Random Armor Type

d%	Armor	Armor Cost ¹
01	Padded	+155 gp
02	Leather	+160 gp
03–12	Hide	+165 gp
13–27	Studded leather	+175 gp
28–42	Chain shirt ²	+250 gp
43	Scale mail ²	+200 gp
44	Chainmail ²	+300 gp
45–57	Breastplate ²	+350 gp
58	Splint mail ²	+350 gp
59	Banded mail ²	+400 gp
60	Half-plate ²	+750 gp
61–100	Full plate ²	+1,650 gp

All magic armor is masterwork armor (with an armor check penalty 1 lower than normal).

1 Add to enhancement bonus on Table: Epic Armor and Shields to determine total market price.

2 Roll d% to determine material: 01–70 steel; 71–90 mithral; 91–99 adamantine; 100 other. Adjust price accordingly.

Table: Random Shield Type

d%	Shield	Shield Cost ¹
01–10	Buckler	+165 gp
11–15	Shield, light wooden ²	+153 gp
16–20	Shield, light steel ³	+159 gp
21–30	Shield, heavy wooden ²	+157 gp
31–95	Shield, heavy steel ³	+170 gp
96–100	Shield, tower ²	+180 gp

All magic shields are masterwork shields (with an armor check penalty 1 lower than normal).

1 Add to enhancement bonus on Table: Epic Armor and Shields to determine total market price.

2 Roll d% to determine material: 01–70 wood; 71–99 dark-wood; 100 other. Adjust price accordingly.

3 Roll d% to determine material: 01–70 steel; 71–90 mithral; 91–99 adamantine; 100 other. Adjust price accordingly.

Table: Armor Special Abilities

d%	Special Ability	Market Price Modifier ¹
01–06	Great invulnerability (10/magic)	+4 bonus
07–11	Great invulnerability (15/magic)	+5 bonus
12–19	Negating	+5 bonus
20–26	Acid warding	+6 bonus
27–33	Cold warding	+6 bonus
34–40	Fire warding	+6 bonus

41–44	Great invulnerability (5/epic)	+6 bonus
45–50	Great spell resistance (SR 21)	+6 bonus
51–57	Lightning warding	+6 bonus
58–64	Sonic warding	+6 bonus
65–67	Great invulnerability (10/epic)	+7 bonus
68–72	Great spell resistance (SR 23)	+7 bonus
73–76	Great spell resistance (SR 25)	+8 bonus
77–79	Great spell resistance (SR 27)	+9 bonus
80–87	Roll on nonepic magic item Table: Armor Special Abilities, then roll again on this table.	
88–95	Roll twice on nonepic magic item Table: Armor Special Abilities.	
96–100	Roll twice again ²	

1 Add to enhancement bonus on Table: Epic Armor and Shields to determine total market price.

2 If a special ability is rolled twice, only one counts. If two versions of the same special ability are rolled, use the better.

Table: Shield Special Abilities

d%	Shield Special Ability	Market Price Modifier ¹
01–06	Great invulnerability (10/magic)	+4 bonus
07–12	Great invulnerability (15/magic)	+5 bonus
13–19	Acid warding	+6 bonus
20–26	Cold warding	+6 bonus
27–33	Fire warding	+6 bonus
34–37	Great invulnerability (5/epic)	+6 bonus
38–43	Great spell resistance (SR 21)	+6 bonus
44–46	Infinite arrow deflection	+6 bonus
47–53	Lightning warding	+6 bonus
54–60	Sonic warding	+6 bonus
61–63	Great invulnerability (10/epic)	+7 bonus
64–68	Great spell resistance (SR 23)	+7 bonus
69–71	Exceptional arrow deflection	+8 bonus
72–75	Great spell resistance (SR 25)	+8 bonus
76–78	Great spell resistance (SR 27)	+9 bonus
79	Great reflection	+10 bonus
80–87	Roll on nonepic magic item Table: Shield Special Abilities, then roll again on this table.	
88–95	Roll twice on nonepic magic item Table: Shield Special Abilities.	
96–100	Roll twice again ²	

1 Add to enhancement bonus on Table: Epic Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

EPIC ARMOR AND SHIELD SPECIAL ABILITY DESCRIPTIONS

Most magic armor and shields only have enhancement bonuses. Such items can also have special abilities, such as those detailed below and nonepic abilities. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Acid Warding: The armor absorbs the first 50 points of acid damage per round that the wearer would normally take (similar to the *resist energy* spell).

Caster Level: 21st; **Prerequisites:** Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from energy*; **Market Price:** +6 bonus.

Cold Warding: The armor absorbs the first 50 points of cold damage per round that the wearer would normally take (similar

to the *resist energy* spell).

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from energy*; *Market Price:* +6 bonus.

Exceptional Arrow Deflection: This shield functions like a *shield of arrow deflection* except that it can deflect any type of ranged attack (including spells that require a ranged touch attack) as if it were an arrow. Any time the bearer would normally be struck by a ranged attack, he or she can make a Reflex saving throw (DC 20). If the ranged attack has an enhancement bonus (or a spell level), the DC increases by that amount. If he or she succeeds, the shield deflects the attack. The bearer must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action.

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shield, wall of force*; *Market Price:* +8 bonus.

Fire Warding: The armor absorbs the first 50 points of fire damage per round that the wearer would normally take (similar to the *resist energy* spell).

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from energy*; *Market Price:* +6 bonus.

Great Invulnerability: This suit of armor or shield grants the wearer damage reduction. The damage reduction can be 10/magic, 15/magic, 5/epic, or 10/epic, depending on the armor.

Caster Level: 19th (10/magic), 20th (15/magic), 21st (5/epic), 22nd (10/epic); *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *stoneskin, wish, or miracle*; *Market Price:* +4 bonus (10/magic), +5 bonus (15/magic), +6 bonus (5/epic), +7 bonus (10/epic).

Great Reflection: Any time its bearer of this shield is targeted with a spell, it automatically reflects the spell back at the caster (as the *spell turning* spell). The wearer can lower or raise this effect as a free action (thus allowing beneficial spells in as desired).

Caster Level: 25th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *spell turning*; *Market Price:* +10 bonus.

Great Spell Resistance: This suit of armor or shield grants the wearer spell resistance. The spell resistance can be 21, 23, 25, or 27, depending on the armor.

Caster Level: 21st (SR 21), 22nd (SR 23), 23rd (SR 25), 24th (SR 27); *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *spell resistance*; *Market Price:* +6 bonus (SR 21), +7 bonus (SR 23), +8 bonus (SR 25), +9 bonus (SR 27).

Infinite Arrow Deflection: This shield functions like a *shield of arrow deflection*, though it can deflect any number of projectiles or thrown weapons each round. Any time the bearer would normally be struck by a ranged weapon, he or she can make a Reflex saving throw (DC 20). If the ranged weapon has an enhancement bonus, the DC increases by that amount. If he or she succeeds, the shield deflects the weapon. The bearer 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 ranged spells, can't be deflected.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from arrows, shield*; *Market Price:* +6 bonus.

Lightning Warding: The armor absorbs the first 50 points of lightning damage per round that the wearer would normally take (similar to the *resist energy* spell).

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from energy*; *Market Price:* +6 bonus.

Negating: Immediately after the wearer of this armor is hit with a magic weapon, the armor casts *greater dispelling* on the weapon. (In the case of projectile weapons, the armor casts *greater dispelling* on the weapon that fired the projectile if it is in range. If it is out of range, the armor does nothing.) No weapon can be affected by the armor more than once per day (regardless of the success of the dispel check).

Caster Level: 20th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *greater dispelling*; *Market Price:* +5 bonus.

Sonic Warding: The armor absorbs the first 50 points of sonic damage per round that the wearer would normally take (similar to the *resist energy* spell).

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from energy*; *Market Price:* +6 bonus.

Table: Specific Epic Magic Armor and Shields

d%	Specific Armor or Shield	Market Price
01–20	Shapeshifter's armor	400,165 gp
21–40	Warlord's breastplate	416,200 gp
41–57	Dragonskin armor	564,550 gp
58–71	Armor of the celestial battalion	616,300 gp

72–82	Armor of the abyssal horde	768,260 gp
83–93	Antimagic armor	871,500 gp
94–100	Bulwark of the great dragon	1,612,980 gp

SPECIFIC ARMORS AND SHIELDS

Antimagic Armor: This +1 negating full plate armor of invulnerability is crafted of adamantine (and thus has damage reduction 3/–). The armor provides a –5 penalty on dispel checks made against it or its wearer.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *greater dispelling*, *stoneskin*, *wish* or *miracle*; *Market Price:* 871,500 gp; *Cost to Create:* 436,500 gp + 18,700 XP.

Armor of the Abyssal Horde: This +6 full plate armor's clawed gauntlets are effectively +4 keen weapons (1d10/19–20) that afflict the target as if she had been struck by an *energy drain* spell (Fortitude negates DC 23). The armor bestows two negative levels on any nonevil creature wearing it. These negative levels persist as long as the armor is worn and disappear when the armor is removed. The negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Caster Level: 20th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, creator must be evil, *energy drain*; *Market Price:* 768,260 gp; *Cost to Create:* 385,260 gp + 17,660 XP.

Armor of the Celestial Battalion: This +7 chainmail is so fine and light that it can be worn under normal clothing without revealing its presence. It has a maximum Dexterity bonus of +10, no armor check penalty, and an arcane spell failure chance of 10%. It is considered light armor, and it allows the wearer to fly at will (as the *fly* spell). Furthermore, the wearer is at all times surrounded by a *magic circle against evil* effect (as the spell) which, if dispelled, can be created again as a free action.

Caster Level: 20th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, creator must be good, *magic circle against evil*; *Market Price:* 616,300 gp; *Cost to Create:* 308,300 gp + 16,160 XP.

Bulwark of the Great Dragon: This +6 heavy shield bears the image of a dragon's head. Three times per day, the bearer of the shield can command it to belch forth a breath weapon of the appropriate type. The range of this breath weapon is 80 feet (if a line) or 40 feet (if a cone). Regardless of the type, the breath weapon deals 20d6 points of damage. In addition, the shield provides the bearer with resistance 50 to the energy type that matches its breath weapon. To determine what type of *dragon shield* is found, roll d% and consult the following table:

d%	Color	Breath
01–10	Black	Line of acid
11–20	Blue	Line of lightning
21–30	Brass	Line of fire
31–40	Bronze	Line of lightning
41–50	Copper	Line of acid
51–60	Gold	Cone of fire
61–70	Green	Cone of corrosive (acid) gas
71–80	Red	Cone of fire
81–90	Silver	Cone of cold
91–100	White	Cone of cold

Caster Level: 20th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from energy*; *Market Price:* 1,612,970 gp; *Cost to Create:* 806,570 gp + 26,128 XP.

Dragonskin Armor: This +5 full plate armor is crafted from the hide of a great wyrm dragon. At the wearer's command, the armor sprouts enormous dragon wings, allowing the wearer to fly at a speed of 90 feet (clumsy) for a total of 4 hours each day. The armor also grants immunity to a specific type of energy, based on the color of dragon that supplied the armor. Roll d% on the following table to determine the color and immunity.

d%	Color	Immunity
01–10	Black	Acid
11–20	Blue	Lightning
21–30	Brass	Fire
31–40	Bronze	Lightning
41–50	Copper	Acid
51–60	Gold	Fire
61–70	Green	Acid
71–80	Red	Fire
81–90	Silver	Cold

91– White Cold
100

The wearer of the armor takes a –4 circumstance penalty on Diplomacy checks with dragons, but gains a +4 circumstance bonus on Intimidate checks against dragons.

Caster Level: 24th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from energy, shapechange; Market Price:* 564,550 gp; *Cost to Create:* 283,250 gp + 15,629 XP.

Shapeshifter's Armor: This suit of +6 *hide armor* grants its full Armor Class bonus regardless of any form the wearer takes (with *polymorph, shapechange, wild shape*, or similar abilities).

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shapechange or wild shape ability; Market Price:* 400,165 gp; *Cost to Create:* 200,165 gp + 14,000 XP.

Warlord's Breastplate: This +6 *mithral breastplate* has an armor check penalty of –1, a maximum Dexterity bonus of +5, and an arcane spell failure chance of 15%. It is considered light armor and weighs 15 pounds. It grants the wearer a +4 enhancement bonus to Charisma and allows the wearer to attract and lead a number of followers as if he or she had the Leadership feat (though this power doesn't allow the wearer to attract a cohort). If the wearer already has the Leadership feat, this armor has no cumulative effect on his or her followers.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *charm monster, sympathy; Market Price:* 416,200 gp; *Cost to Create:* 210,200 gp + 14,120 XP.

WEAPONS

Except when otherwise stated, epic magic weapons follow the rules for nonepic magic weapons. There is no limit to an epic magic weapon's enhancement bonus, to the market price modifier of an epic magic weapon special ability, or to the total of an epic magic weapon's enhancement bonus and market price modifier.

EPIC WEAPON BASE PRICE

To find the base price of an epic magic weapon, roll on Table: Weapons. Note that the +6 to +10 rows apply only to weapons that provide an enhancement bonus of +6 to +10 or weapons with a single special ability whose market price modifier is +6 to +10. Magic weapons with a total effective bonus of +6 to +10 but that have an enhancement bonus of +5 or less and special abilities whose individual market price modifiers are +5 or less use the table for nonepic magic weapons to determine price.

Table: Weapons

d%	Enhancement Bonus	Market Price ¹
01–03	+1	+2,000 gp
04–07	+2	+8,000 gp
08–13	+3	+18,000 gp
14–20	+4	+32,000 gp
21–28	+5	+50,000 gp
29–36	+6	+720,000 gp
37–43	+7	+980,000 gp
44–49	+8	+1,280,000 gp
50–53	+9	+1,620,000 gp
54–56	+10	+2,000,000 gp
57–61	Specific weapon ²	
62–80	Melee weapon with special ability and roll again ³	
81–99	Ranged weapon with special ability and roll again ³	
100	Roll on Table: Epic Weapons	

¹ This price is for 50 arrows, crossbow bolts, or sling bullets.

² See Table: Specific Weapons.

³ See Table: Melee Weapon Special Abilities for melee weapons or Table: Ranged Weapon Special Abilities for ranged weapons.

Table: Epic Weapons

d%	Enhancement Bonus	Market Price
01–21	+11	+2,420,000 gp
22–39	+12	+2,880,000 gp
40–54	+13	+3,380,000 gp
55–66	+14	+3,920,000 gp

67–76	+15	+4,500,000 gp
77–84	+16	+5,120,000 gp
85–90	+17	+5,780,000 gp
91–94	+18	+6,480,000 gp
95–97	+19	+7,220,000 gp
98–99	+20	+8,000,000 gp
100	Roll again and add +10 to bonus ¹	²

1 This is cumulative if rolled multiple times.

2 For enhancement bonuses higher than +20, the market price modifier is equal to the square of the bonus x20,000 gp.

Table: Weapon Type Determination

d%	Weapon Type
01–70	Roll on Table: Common Melee Weapon
71–80	Roll on Table: Uncommon Melee Weapons
81–100	Roll on Table: Ranged Weapons

Table: Common Melee Weapons

d%	Weapon ¹	Weapon Cost ²
01–04	Dagger	+302 gp
05–14	Greataxe	+320 gp
15–24	Greatsword	+350 gp
25–28	Kama	+302 gp
29–41	Longsword	+315 gp
42–45	Mace, light	+305 gp
46–50	Mace, heavy	+312 gp
51–54	Nunchaku	+302 gp
55–57	Quarterstaff ³	+600 gp
58–61	Rapier	+320 gp
62–66	Scimitar	+315 gp
67–70	Shortspear	+302 gp
71–74	Siangham	+303 gp
75–84	Sword, bastard	+335 gp
85–89	Sword, short	+310 gp
90–100	Waraxe, dwarven	+330 gp

All magic weapons are masterwork weapons.

1 For weapons normally made of steel, roll d% to determine material: 01–85 steel; 86–99 adamantine; 100 other. Adjust price accordingly.

2 Add to enhancement bonus on Table: Weapons to determine total market price.

3 Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100 on d%) and it has no special abilities.

Table: Uncommon Melee Weapons

d%	Weapon ¹	Weapon Cost ²
01–03	Axe, orc double ³	+660 gp
04–07	Battleaxe	+310 gp
08–10	Chain, spiked	+325 gp
11–12	Club	+300 gp
13–16	Crossbow, hand	+400 gp
17–19	Crossbow, repeating	+550 gp
20–21	Dagger, punching	+302 gp
22–23	Falchion	+375 gp
24–26	Flail, dire ³	+690 gp
27–31	Flail, heavy	+315 gp

32–35	Flail, light	+308 gp
36–37	Gauntlet	+302 gp
38–39	Gauntlet, spiked	+305 gp
40–41	Glaive	+308 gp
42–43	Greatclub	+305 gp
44–45	Guisarme	+309 gp
46–48	Halberd	+310 gp
49–51	Halfspear	+301 gp
52–54	Hammer, gnome hooked ³	+620 gp
55–56	Hammer, light	+301 gp
57–58	Handaxe	+306 gp
59–61	Kukri	+308 gp
62–63	Lance, heavy	+310 gp
64–65	Lance, light	+306 gp
66–67	Longspear	+305 gp
68–70	Morningstar	+308 gp
71–72	Net	+320 gp
73–74	Pick, heavy	+308 gp
75–76	Pick, light	+304 gp
77–78	Ranseur	+310 gp
79–80	Sap	+301 gp
81–82	Scythe	+318 gp
83–84	Shuriken	+301 gp
85–86	Sickle	+306 gp
87–89	Sword, two-bladed ³	+700 gp
90–91	Trident	+315 gp
92–94	Urgrosh, dwarven ³	+650 gp
95–97	Warhammer	+312 gp
98–100	Whip	+301 gp

All magic weapons are masterwork weapons.

1 For weapons normally made of steel, roll d% to determine material: 01–85 steel; 86–99 adamantine; 100 other. Adjust price accordingly.

2 Add to enhancement bonus on Table: Weapons to determine total market price.

3 Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01–50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51–100) and it has no special abilities.

Table: Ranged Weapons

d%	Weapon	Weapon Cost ¹
01–10	Ammunition	
01–50	Arrows (50)	+350 gp
51–80	Bolts, crossbow (50)	+350 gp
81–100	Bullets, sling (50)	+350 gp
11–15	Axe, throwing	+308 gp
16–25	Crossbow, heavy	+350 gp
26–35	Crossbow, light	+335 gp
36–39	Dart	+300 gp 5 sp
40–41	Javelin	+301 gp
42–46	Shortbow	+330 gp
47–51	Shortbow, composite	+375 gp
52–56	Shortbow, composite (+1 Str bonus)	+450 gp
57–61	Shortbow, composite (+2 Str bonus)	+525 gp
62–65	Sling	+300 gp
66–75	Longbow	+375 gp

76–80	Longbow, composite	+400 gp
81–85	Longbow, composite (+1 Str bonus)	+500 gp
86–90	Longbow, composite (+2 Str bonus)	+600 gp
91–95	Longbow, composite (+3 Str bonus)	+700 gp
96–100	Longbow, composite (+4 Str bonus)	+800 gp

All magic weapons are masterwork weapons.

1 Add to enhancement bonus on Table: Weapons to determine total market price.

Table: Melee Weapon Special Abilities

d%	Special Ability	Market Price Modifier ¹
01–08	Acidic blast	+6 bonus
09–16	Fiery blast	+6 bonus
17–24	Icy blast	+6 bonus
25–32	Lightning blast	+6 bonus
33–40	Mighty disruption	+6 bonus
41–48	Sonic blast	+6 bonus
49–56	Dread	+7 bonus
57–61	Anarchic power	+8 bonus
62–66	Everdancing	+8 bonus
67–71	Holy power	+8 bonus
72–76	Axiomatic power	+8 bonus
77–81	Unholy power	+8 bonus
82–89	Roll on nonepic magic item Table: Melee Weapon Special Abilities, then roll again on this table.	
90–97	Roll twice on nonepic magic item Table: Melee Weapon Special Abilities.	
98–100	Roll twice again ²	

1 Add to enhancement bonus on Table: Epic Weapons to determine total market price.

2 If a special ability is rolled twice, only one counts. If two versions of the same special ability are rolled, use the better.

Table: Ranged Weapon Special Abilities

d%	Special Ability	Market Price Modifier ¹
01–07	Acidic blast	+6 bonus
08–14	Distant shot	+6 bonus
15–21	Fiery blast	+6 bonus
22–28	Icy blast	+6 bonus
29–35	Lightning blast	+6 bonus
36–41	Sonic blast	+6 bonus
42–48	Triple-throw	+6 bonus
49–53	Unerring accuracy	+6 bonus
54–60	Dread	+7 bonus
61–65	Anarchic power	+8 bonus
66–70	Holy power	+8 bonus
71–75	Axiomatic power	+8 bonus
76–80	Unholy power	+8 bonus
81–88	Roll on nonepic magic item Table: Ranged Weapon Special Abilities, then roll again on this table.	
89–96	Roll twice on nonepic magic item Table: Ranged Weapon Special Abilities.	
97–100	Roll twice again ²	

1 Add to enhancement bonus on Table: Weapons to determine total market price.

2 If a special ability is rolled twice, only one counts. If two versions of the same special ability are rolled, use the better.

Table: Specific Weapons

d%	Specific Weapon	Market Price
01–18	Stormbrand	235,350 gp
19–33	Quarterstaff of alacrity	462,600 gp

34–48	<i>Souldrinker</i>	478,335 gp
49–60	<i>Backstabber</i>	770,310 gp
61–68	<i>Mace of ruin</i>	1,000,312 gp
69–72	<i>Gripsoul</i>	1,856,500 gp
73–78	<i>Elven greatbow</i>	2,900,400 gp
79–64	<i>Finaldeath</i>	3,580,308 gp
85–90	<i>Chaosbringer</i>	4,025,350 gp
91–94	<i>Holy devastator</i>	4,620,315 gp
95–98	<i>Unholy despoiler</i>	4,620,315 gp
99–100	<i>Everwhirling chain</i>	5,220,325 gp

EPIC WEAPON SPECIAL ABILITY DESCRIPTIONS

Most magic weapons only have enhancement bonuses. They can also have special abilities, such as those detailed below and nonepic abilities. A weapon with a special ability must have at least a +1 enhancement bonus.

Acidic Blast: On command, an acidic blast weapon drips acid (though this deals no damage to the wielder). On any hit, this acid splashes the creature struck, dealing +3d6 points of bonus acid damage. On a successful critical hit it instead deals +6d6 points of acid damage (or +9d6 if the critical multiplier is x3, or +12d6 if the critical multiplier is x4). Bows, crossbows, and slings with this special ability bestow the bonus acid damage upon their ammunition.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *acid fog*; *Market Price:* +6 bonus.

Anarchic Power: This weapon is chaos-aligned and thus bypasses the corresponding damage reduction. When a weapon of anarchic power strikes a lawful target, this power deals +3d6 points of bonus chaotic damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of chaotic damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is x3, or +12d6 and four negative levels if the critical multiplier is x4). The weapon bestows three negative levels on any lawful creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the anarchic power upon their ammunition. This special ability does not stack with the nonepic anarchic special ability.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *word of chaos*; *Market Price:* +8 bonus.

Axiomatic Power: This weapon is lawful-aligned and thus bypasses the corresponding damage reduction. When a weapon of axiomatic power strikes a chaotic target, this power erupts forth and deals +3d6 points of bonus lawful damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of lawful damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is x3, or +12d6 and four negative levels if the critical multiplier is x4). The weapon bestows three negative levels on any chaotic creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the lawful power upon their ammunition. This special ability does not stack with the nonepic axiomatic special ability.

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *dictum*; *Market Price:* +8 bonus.

Distant Shot: A distant shot weapon can be used against any target within line of sight at no penalty for range.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *discern location*; *Market Price:* +6 bonus.

Dread: A dread weapon excels at attacking one type of creature. Against its designated foe, its effective enhancement bonus is +4 better than its normal enhancement bonus. Further, it deals +4d6 points of bonus damage against the foe, and if it scores a successful critical hit against the foe, that creature must make a Fortitude save (DC 27) or be destroyed instantly and turned to dust. (This even affects creatures immune to critical hits or death magic.) To randomly determine a dread weapon's designated foe, roll on the following table.

Caster Level: 22nd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *summon monster IX*; *Market Price:* +7 bonus.

d%	Designated Foe	d%	Designated Foe
01–05	Aberrations	58–60	Humanoids, orc
06–09	Animals	61–65	Magical beasts

10–16	Constructs	66–70	Monstrous humanoids
17–22	Dragons	71–72	Oozes
23–27	Elementals	73	Outsiders, air
28–32	Fey	74–76	Outsiders, chaotic
33–39	Giants	77	Outsiders, earth
40	Humanoids, aquatic	78–80	Outsiders, evil
41–42	Humanoids, dwarf	81	Outsiders, fire
43–44	Humanoids, elf	82–84	Outsiders, good
45	Humanoids, gnoll	85–87	Outsiders, lawful
46	Humanoids, gnome	88	Outsiders, water
47–49	Humanoids, goblinoid	89–90	Plants
50	Humanoids, halfling	91–98	Undead
51–54	Humanoids, human	99–100	Vermin
55–57	Humanoids, reptilian		

Everdancing: An everdancing weapon is much like a dancing weapon, though it can be loosed with a free action and will fight as long as desired. It can move up to 60 feet away from its owner. Its owner can instruct it to move to a different target as a move-equivalent action. If its owner is rendered unconscious or otherwise unable to direct it, it will fight the same opponent as long as that opponent is conscious and within range. The owner of an everdancing weapon can grasp it again as a free action (assuming it is within reach).

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *animate objects*; *Market Price:* +8 bonus.

Fiery Blast: On command, a fiery blast weapon is sheathed in fire (though this deals no damage to the wielder). On any hit, this fire engulfs the creature struck, dealing +3d6 points of bonus fire damage. On a successful critical hit it instead deals +6d6 points of fire damage (or +9d6 if the critical multiplier is x3, or +12d6 if the critical multiplier is x4). Bows, crossbows, and slings with this special ability bestow the bonus fire damage upon their ammunition.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *fireball*; *Market Price:* +6 bonus.

Holy Power: This weapon is good-aligned and thus bypasses the corresponding damager reduction. When a weapon of holy power strikes an evil target, this power erupts forth and deals +3d6 points of bonus holy (good) damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of holy (good) damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is x3, or +12d6 and four negative levels if the critical multiplier is x4). The weapon bestows three negative levels on any evil creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the holy power upon their ammunition. This special ability does not stack with the nonepic holy special ability.

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *holy word*; *Market Price:* +8 bonus.

Icy Blast: On command, an icy blast weapon is sheathed in icy cold (though this deals no damage to the wielder). On any hit, this cold washes over the creature struck, dealing +3d6 points of bonus cold damage. On a successful critical hit it instead deals +6d6 points of cold damage (or +9d6 if the critical multiplier is x3, or +12d6 if the critical multiplier is x4). Bows, crossbows, and slings with this special ability bestow the bonus cold damage upon their ammunition.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *cone of cold*; *Market Price:* +6 bonus.

Lightning Blast: On command, a lightning blast weapon crackles with electrical energy (though this deals no damage to the wielder). On any hit, lightning coruscates around the creature struck, dealing +3d6 points of bonus electricity damage. On a successful critical hit it instead deals +6d6 points of electricity damage (or +9d6 if the critical multiplier is x3, or +12d6 if the critical multiplier is x4). Bows, crossbows, and slings with this special ability bestow the bonus electricity damage upon their ammunition.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *lightning bolt*; *Market Price:* +6 bonus.

Mighty Disruption: Any undead creature struck in combat must succeed at a Fortitude save (DC 21) or be destroyed. A weapon of mighty disruption must be a bludgeoning weapon. (If this property is rolled for a piercing or slashing weapon, reroll.)

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *true resurrection*; *Market Price:* +6 bonus.

Sonic Blast: On command, a sonic blast weapon emits a low thrumming hum (though this deals no damage to the wielder).

On any hit, this becomes a thunderous roar that deals +3d6 points of bonus sonic damage to the creature struck. On a successful critical hit it instead deals +6d6 points of sonic damage (or +9d6 if the critical multiplier is x3, or +12d6 if the critical multiplier is x4). Bows, crossbows, and slings with this special ability bestow the bonus sonic damage upon their ammunition.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shout*; *Market Price:* +6 bonus.

Triple-Throw: This special ability can only be placed on a weapon that can be thrown. (If this property is rolled for a weapon that cannot be thrown, reroll.) A triple-throw weapon creates two duplicates of itself when thrown. Both the original and the duplicate weapons attack separately (at the same attack bonus). Regardless of the success of any of the attacks, the duplicates immediately disappear after the attack is completed. Any bonuses on damage due to accuracy or precision (including those from sneak attacks, the Precise Shot feat, or the ranger's favored enemy bonus) apply only to the original weapon's damage, not to the duplicates.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *shades*; *Market Price:* +6 bonus.

Unerring Accuracy: Ranged attacks made with this weapon negate the AC bonus granted by any cover short of total cover. The weapon's ranged attacks also ignore any miss chance from concealment (including total concealment, but the must still aim his or her attacks at the correct square).

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *true seeing*; *Market Price:* +6 bonus.

Unholy Power: This weapon is evil-aligned and this bypasses the corresponding damage reduction. When a weapon of unholy power strikes a good target, this power erupts forth and deals +3d6 points of bonus unholy (evil) damage to the target, and the target gains one negative level (Fortitude DC 23 to remove 24 hours later). On a successful critical hit it instead deals +6d6 points of unholy (evil) damage and bestows two negative levels (or +9d6 and three negative levels if the critical multiplier is x3, or +12d6 and four negative levels if the critical multiplier is x4). The weapon bestows three negative levels on any good creature attempting to wield it. These negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings with this special ability bestow the unholy power upon their ammunition. This special ability does not stack with the nonepic unholy special ability.

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *unholy word*; *Market Price:* +8 bonus.

SPECIFIC WEAPONS

Backstabber: This +6 *short sword* adds +2d6 to the wielder's sneak attack damage. If the wielder does not have the sneak attack ability, this weapon does not grant it.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *inflict moderate wounds*; *Market Price:* 770,310 gp; *Cost to Create:* 385,310 gp + 17,700 XP.

Chaosbringer: This +6 *greataxe of anarchic power* grants its wielder the ability to fly into a rage (identical to a barbarian's rage) once per day (or one additional time per day if the wielder already has the rage class feature). If the wielder has the greater rage class feature, the weapon also grants the wielder the Incite Rage epic feat.

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *rage, mass charm monster*; *Market Price:* 4,025,350 gp; *Cost to Create:* 2,012,850 gp + 50,250 XP.

Elven Greatbow: In the hands of any nonelf, this bow performs only as a +2 *composite longbow*. In the hands of an elf, this weapon functions as a +5 *composite longbow of unerring accuracy* with a Strength bonus that matches its elven wielder's current Strength at all times. Furthermore, any arrows loosed from the bow are considered keen, regardless of the enhancement bonus of the arrow fired.

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *bull's strength, keen edge, true seeing*; *Market Price:* 2,900,400 gp; *Cost to Create:* 1,450,400 gp + 39,400 XP.

Everwhirling Chain: This +4 *defending everdancing spiked chain of speed* continuously twitches in its wielder's hands. The wielder of the everwhirling chain can use it to make any number of attacks of opportunity per round (as if he or she had the Improved Combat Reflexes feat).

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *animate objects, haste, shield (or shield of faith)*; *Market Price:* 5,220,325 gp; *Cost to Create:* 2,610,325 gp + 52,200 XP.

Finaldeath: This +5 *undead dread ghost touch morningstar* also grants its wielder immunity to energy drain attacks. Furthermore, if its wielder is capable of turning undead, he or she gains the Positive Energy Aura feat.

Caster Level: 22nd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *death ward, plane shift, summon monster IX*, creator must be able to turn undead; *Market Price:* 3,580,308 gp; *Cost to Create:* 1,790,308 gp + 45,800 XP.

Gripsoul: *Gripsoul* is a +6 *keen long-sword*, but instead of dealing additional damage on a critical hit, the weapon imprisons

the victim in a gem set in the pommel of the sword as per a *binding* spell heightened to 16th level (DC 30). The same is true of any blow that would otherwise kill a foe or knock him or her unconscious. Only one creature can be so held, but the wielder can release the bound soul at any time with a command word.

Caster Level: 27th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *binding*; *Market Price:* 1,856,500 gp; *Cost to Create:* 934,500 gp + 28,440 XP.

Holy Devastator: In the hands of any character other than a paladin, this sword performs as a +3 *holy longsword*. In the hands of a paladin, this weapon functions as a +7 *longsword of holy power* and grants a +5 sacred bonus on the wielder's saving throws against spells with the evil descriptor or spells cast by evil characters. If the paladin wielder smites evil with the *holy devastator*, he or she adds twice his or her paladin level to damage (rather than his or her paladin level).

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *holy aura*, *holy smite*, *holy word*; *Market Price:* 4,620,315 gp; *Cost to Create:* 2,310,315 gp + 56,200 XP.

Mace of Ruin: This +7 *heavy mace* ignores the hardness or damage reduction of any object or creature it strikes.

Furthermore, the weapon can deal critical hits to objects and constructs as if they were living creatures.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *disintegrate*; *Market Price:* 1,000,312 gp; *Cost to Create:* 500,312 gp + 20,000 XP.

Quarterstaff of Alacrity: Both ends of this +5 *quarterstaff of speed* have equal enhancement and special powers, meaning that it allows an additional attack with each end every round. While the *quarterstaff of alacrity* is held, it grants its wielder a +5 resistance bonus on Reflex saves. It also deflects ranged weapons as if the wielder had the Deflect Arrows and Infinite Deflection feats.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *protection from arrows*, *shield*; *Market Price:* 462,600 gp; *Cost to Create:* 231,600 gp + 14,620 XP.

Souldrinker: This +5 *bastard sword* bestows 2d4 negative levels on its target whenever it deals damage, just as if its target had been struck by the *energy drain* spell. Each negative level bestowed grants the wielder 5 temporary hit points. One day after being struck, the subject must make a Fortitude save (DC 25) for each negative level or lose a level. If this sword's power causes a character to have negative levels at least equal to his or her current level, the character is instantly slain and the wielder gains an additional 10 temporary hit points. Temporary hit points gained from this weapon last for a maximum of 1 hour.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *Spell Focus* (Necromancy), *energy drain*; *Market Price:* 478,335 gp; *Cost to Create:* 239,315 gp + 14,780 XP.

Stormbrand: This +4 *thundering shocking burst greatsword* allows its wielder to fly at will (as the *fly* spell). Furthermore, the wielder can move normally (including flying) even in the strongest winds. When the weapon is drawn, the wielder gains electricity resistance 30 and sonic resistance 30.

Caster Level: 21st; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *blindness/deafness*, *call lightning* or *lightning bolt*, *control winds*, *fly*, *protection from energy*; *Market Price:* 235,350 gp; *Cost to Create:* 117,850 gp + 12,350 XP.

Unholy Despoiler: In the hands of any character other than a blackguard, this sword performs as a +3 *unholy longsword*. In the hands of a blackguard, this weapon functions as a +7 *longsword of unholy power* and grants a +5 profane bonus on the wielder's saving throws against spells with the good descriptor or spells cast by good characters. If a blackguard wielder smites good with the *unholy despoiler*, he or she adds twice his or her blackguard level to damage (rather than his or her blackguard level).

Caster Level: 23rd; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *blasphemy*, *unholy aura*, *unholy blight*; *Market Price:* 4,650,315 gp; *Cost to Create:* 2,325,315 gp + 56,500 XP.

RINGS

NONEPIC MAGIC ITEM

Universal Energy Resistance, Minor: This ring functions as a *ring of minor energy resistance* for all types of energy: fire, cold, electricity, acid, and sonic. When the wearer would normally take such damage, subtract 10 points of damage per round from the amount before applying. This is a nonepic magic item.

Caster Level: 15th; *Prerequisites:* Forge Ring, *protection from energy*; *Market Price:* 84,000 gp.

Table: Epic Rings

d%	Ring	Market Price
01–08	<i>Universal energy resistance, greater</i>	308,000 gp
09–13	<i>Energy immunity (acid)</i>	240,000 gp
14–15	<i>Energy immunity (cold)</i>	240,000 gp

19–23	<i>Energy immunity (electricity)</i>	240,000 gp
24–28	<i>Energy immunity (fire)</i>	240,000 gp
29–33	<i>Energy immunity (sonic)</i>	240,000 gp
34–38	<i>Adamant law</i>	250,000 gp
39–43	<i>Chaotic fury</i>	250,000 gp
44–48	<i>Epic wizardry (V)</i>	250,000 gp
49–53	<i>Ineffable evil</i>	250,000 gp
54–58	<i>Virtuous good</i>	250,000 gp
59–63	<i>Rapid healing</i>	300,000 gp
64–68	<i>Sequestering</i>	300,000 gp
69–72	<i>Epic wizardry (VI)</i>	360,000 gp
73–76	<i>Ironskin</i>	400,000 gp
77–80	<i>Epic wizardry (VII)</i>	490,000 gp
81–83	<i>Weaponbreaking</i>	600,000 gp
84–86	<i>Epic wizardry (VIII)</i>	640,000 gp
87–89	<i>Epic protection +6</i>	720,000 gp
90–92	<i>Epic wizardry (IX)</i>	810,000 gp
93–95	<i>Epic protection +7</i>	980,000 gp
96–97	<i>Epic protection +8</i>	1,280,000 gp
98	<i>Epic protection +9</i>	1,620,000 gp
99	<i>Epic protection +10</i>	2,000,000 gp
100	<i>Universal energy immunity</i>	2,160,000 gp

Epic Ring Descriptions

Standard epic rings are described below.

Adamant Law: The wearer of this ring is constantly sheathed in a *shield of law* effect. It bestows one negative level on any chaotic creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the ring is worn.

Caster Level: 15th; *Prerequisites:* Forge Ring, Forge Epic Ring, *shield of law*, creator must be lawful; *Market Price:* 250,000 gp.

Chaotic Fury: The wearer of this ring is constantly sheathed in a *cloak of chaos* effect. It bestows one negative level on any lawful creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the ring is worn.

Caster Level: 15th; *Prerequisites:* Forge Ring, Forge Epic Ring, *cloak of chaos*, creator must be chaotic; *Market Price:* 250,000 gp.

Energy Immunity: This band continually provides the wearer with immunity to a single type of energy: fire, cold, electricity, acid, or sonic. The wearer takes no damage from the energy of the specific type.

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *protection from energy*; *Market Price:* 240,000 gp. Epic

Protection: This ring offers continual magical protection in the form of a deflection bonus to Armor Class of +6 or higher.

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *shield of faith*, creator's caster level must be three times the ring's bonus; *Market Price:* 720,000 gp (+6), 980,000 gp (+7), 1,280,000 gp (+8), 1,620,000 gp (+9), 2,000,000 gp (+10).

Epic Wizardry: Like the *ring of wizardry*, this ring comes in a variety of types useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for one particular spell level. An *epic ring of wizardry V* doubles 5th-level spells, an *epic ring of wizardry VI* doubles 6th-level spells, an *epic ring of wizardry VII* doubles 7th-level spells, an *epic ring of wizardry VIII* doubles 8th-level spells, and an *epic ring of wizardry IX* doubles 9th-level spells. Bonus spells from high ability scores, school specialization, or any other source are not doubled.

Caster Level: 23rd (*epic wizardry V*), 26th (*epic wizardry VI*), 29th (*epic wizardry VII*), 32nd (*epic wizardry VIII*), 35th (*epic wizardry IX*); *Prerequisites:* Forge Ring, Forge Epic Ring, *wish*; *Market Price:* 250,000 gp (*epic wizardry V*), 360,000 gp (*epic wizardry VI*), 490,000 gp (*epic wizardry VII*), 640,000 gp (*epic wizardry VIII*), 810,000 gp (*epic wizardry IX*).

Ineffable Evil: The wearer of this ring is constantly sheathed in an *unholy aura* effect. It bestows one negative level on any good creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the ring is worn.

Caster Level: 15th; *Prerequisites:* Forge Ring, Forge Epic Ring, *unholy aura*, creator must be evil; *Market Price:* 250,000 gp.

Ironskin: This ring grants its wearer damage reduction 15/adamantine.

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *iron body*; *Market Price:* 400,000 gp.

Rapid Healing: This ring grants a living wearer fast healing 3. It must be worn for 24 hours before its powers activate, and if removed it will not function again until it has been worn for 24 hours by the same individual.

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *regenerate*; *Market Price:* 300,000 gp.

Sequestering: This ring becomes invisible when worn. Upon command, the wearer gains the benefits of a *sequester* spell (though he or she does not become comatose as normal for the spell).

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *sequester*; *Market Price:* 300,000 gp.

Universal Energy Immunity: This ring functions as a *ring of energy immunity* for all types of energy—fire, cold, electricity, acid, and sonic. The wearer takes no damage from energy of any of these types.

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *protection from energy*; *Market Price:* 2,160,000 gp.

Universal Energy Resistance, Greater: This ring functions as a *ring of greater energy resistance* for all types of energy—fire, cold, electricity, acid, and sonic. When the wearer would normally take such damage, subtract 30 points of damage per round from the amount before applying.

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *protection from energy*; *Market Price:* 308,000 gp; *Cost to Create:* 154,000 gp + 13,080 XP.

Virtuous Good: The wearer of this ring is constantly sheathed in a *holy aura* effect. It bestows one negative level on any evil creature that puts it on. The negative level remains as long as the ring is worn and disappears when the ring is removed. This negative level never results in actual level loss, but it cannot be over-come in any way (including *restoration* spells) while the ring is worn.

Caster Level: 15th; *Prerequisites:* Forge Ring, Forge Epic Ring, *holy aura*, creator must be good; *Market Price:* 250,000 gp; *Cost to Create:* 125,000 gp + 12,500 XP.

Weaponbreaking: A *ring of weaponbreaking* is identical to a *ring of ironskin*, and has one additional power. Any weapon that successfully strikes the wearer must also make a Fortitude saving throw (DC 20) or be shattered into pieces.

Caster Level: 20th; *Prerequisites:* Forge Ring, Forge Epic Ring, *iron body, shatter*; *Market Price:* 600,000 gp; *Cost to Create:* 300,000 gp + 16,000 XP.

Epic Psionics: This special crystal ring comes in a variety of types useful only to psionic characters (characters who have power points per day). The wearer's total power points per day are increased, depending on the ring. The points granted are not bonus points—while the ring is worn, it actually increases the wearer's points per day, but a night's rest is required before gaining access to the increased power point per day total. (Power points are not actually stored in the ring, as would be the case for a crystal capacitor. Instead, the ring grants power points by magnifying the manifester's own power.)

A *ring of epic psionics V* increases the wearer's daily power points by 43 points, a *ring of epic psionics VI* grants 63 power points, a *ring of epic psionics VII* grants 87 power points, a *ring of epic psionics VIII* grants 115 points, and a *ring of epic psionics IX* grants 147 power points.

Manifester Level: 23rd (*epic psionics V*), 26th (*epic psionics VI*), 29th (*epic psionics VII*), 32nd (*epic psionics VIII*), 35th (*epic psionics IX*); *Prerequisites:* Craft Universal Item, Craft Epic Universal Item, *great emulation*; *Market Price:* 250,000 gp (*epic psionics V*), 360,000 gp (*epic psionics VI*), 490,000 gp (*epic psionics VII*), 640,000 gp (*epic psionics VIII*), 810,000 gp (*epic psionics IX*).

RODS

Table: Epic Rods

d%	Rod	Market Price
01–08	<i>Epic spellcaster</i>	245,000 gp
09–16	<i>Nightmares</i>	284,000 gp
17–24	<i>Epic splendor</i>	297,000 gp
25–31	<i>The path</i>	306,870 gp
32–38	<i>Epic cancellation</i>	330,000 gp
39–45	<i>Epic negation</i>	446,000 gp
46–51	<i>Besiegement</i>	447,745 gp
52–57	<i>Fortification</i>	465,665 gp
58–63	<i>Epic rulership</i>	575,000 gp
64–69	<i>Invulnerability</i>	600,000 gp
70–75	<i>Paradise</i>	610,000 gp
76–80	<i>Restless death</i>	625,000 gp
81–85	<i>Excellent magic</i>	650,000 gp
86	<i>Wyrm (white)</i>	1,458,200 gp
87	<i>Wyrm (brass)</i>	1,458,200 gp

88–90	<i>Epic absorption</i>	1,500,000 gp
91	<i>Wyrm (copper)</i>	1,562,600 gp
92	<i>Wyrm (black)</i>	1,562,600 gp
93	<i>Wyrm (bronze)</i>	1,670,600 gp
94	<i>Wyrm (green)</i>	1,670,600 gp
95	<i>Wyrm (blue)</i>	1,782,200 gp
96	<i>Wyrm (silver)</i>	1,782,200 gp
97	<i>Wyrm (gold)</i>	1,897,400 gp
98	<i>Wyrm (red)</i>	1,897,400 gp
99–100	<i>Epic might</i>	4,293,432 gp

EPIC ROD DESCRIPTIONS

Standard epic rods are described below.

Besiegement: This rod functions as a +3 *light mace*. In addition, it is useful for besieging fortifications. Whenever the wielder makes a charge attack, the rod improves to a +6 weapon. Twice per day, the rod can create a battering ram that lasts for 24 rounds. This ram can strike once per round, dealing 20 points of damage with each hit. It cannot be used to target individuals, only fortifications. It can be damaged by normal means (65 hp, AC 22), and *disintegrate* or *dispel magic* destroys it. The rod also has the following powers: *Siege Engine*: One heavy catapult, two light catapults, or three siege towers may be generated with each use of this power. Each weapon created lasts for 12 hours. The power can be used three times per day. Ammunition for 20 shots is included with each weapon created.

Transmute Rock to Mud: This power can be used three times per day (caster level 24th, save DC 17).

Caster Level: 24th; *Prerequisites:* Craft Rod, Craft Epic Rod, Craft Magic Arms and Armor, *clenched fist*, *passwall*, *telepathic bond*, *transmute rock to mud*; *Market Price:* 447,745 gp; *Cost to Create:* 224,025 gp + 14,474 XP.

Epic Absorption: Like a *rod of absorption*, this rod draws single-target or ray spells and spell-like abilities into itself, nullifying the effect and storing the potential spell levels until the wielder releases the energy in the form of spells of his or her own. Spells of any level (including those boosted beyond 9th level by metamagic) can be absorbed, although epic spells cannot. The rod absorbs a maximum of 150 spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged.

Caster Level: 23rd; *Prerequisites:* Craft Rod, Craft Epic Rod, Empower Spell, Maximize Spell, empowered maximized *spell turning*; *Market Price:* 1,500,000 gp.

Epic Cancellation: This rod's touch drains an item of all magical properties, including the magical energy in epic magic items (but not most artifacts). The item touched gets a Will saving throw (DC 26). If a creature is holding the magic item at the time, then the item can use the holder's Will save bonus in place of its own. In such cases, contact is established by making a melee touch attack roll. Upon draining three items, the rod becomes brittle and useless. Drained items can only be restored by *wish*, *miracle*, or epic spells specifically designed to restore lost power. A *rod of epic cancellation* can neutralize a normal *sphere of annihilation* without itself being cancelled.

Caster Level: 25th; *Prerequisites:* Craft Rod, Craft Epic Rod, *dispel magic*; *Market Price:* 330,000 gp.

Epic Might: This rod is similar to a *rod of lordly might*, although it is far more powerful. It is larger than its normal counterpart, and it is constructed of adamantine rather than normal metal. It has six buttons, several spell-like functions, and several mundane uses, and it can also be used as a magic weapon of various sorts.

The following spell-like functions of the rod can each be used once per day.

- *Dominate Person:* Touched foe is recipient of a *dominate person* spell, if the wielder so commands (Will save DC 24). The wielder must choose to use this power and then succeed with a melee touch attack to activate the power. If the attack fails, the effect is lost.

- *Stun:* Upon command, all enemies viewing the rod are stunned, as per the *power word, stun* spell (10-foot maximum range, Will save DC 24). Invoking this power is a standard action.

- *Damage:* Upon command, the rod deals 10d8 points of damage to an opponent on a successful touch attack and cures the wielder of a like amount of damage (Will save DC 26). The wielder must choose to use this power before attacking, as with *dominate person*.

The following weapon uses of the rod have no limits on their use.

- In its normal form, the rod can be used as a +6 *heavy mace*.
- When button 1 is pushed, the rod becomes a +3 *longsword of fiery blasting*.
- When button 2 is pushed, the rod becomes a +8 *battleaxe*.
- When button 3 is pushed, the rod becomes a +10 *shortspear* or +10 *longspear*.

The following mundane uses of the rod also have no limits on their use.

- Climbing pole/ladder: When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 150 feet in a single round, stopping when button

4 is pushed again. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 10,000 pounds. The wielder can retract the pole by pushing button 5.

- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength bonus of +24.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his or her approximate depth beneath the surface or height above it.

Caster Level: 30th; *Prerequisites:* Craft Rod, Craft Epic Rod, Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *cure critical wounds*, *inflict critical wounds*, *bull's strength*, *fireball*, *dominate person*, *power word stun*; *Market Price:* 4,293,432 gp; *Cost to Create:* 2,151,372 gp + 52,841 XP.

Epic Negation: This rod negates the spell or spell-like function or functions of magic items, including epic magic items (but not artifacts). The wielder points the rod at the magic item, and a beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray negates any currently active item function and has a 75% chance to negate any other spell or spell-like functions of that device, regardless of the level or power of the functions, for 2d4 rounds. To negate instantaneous effects, the rod wielder needs to have readied an action. The target item gets no saving throw or means to resist this effect. The rod can function three times per day.

Caster Level: 24th; *Prerequisites:* Craft Rod, Craft Epic Rod, *dispel magic*, *limited wish* or *miracle*; *Market Price:* 446,000 gp.

Epic Rulership: This rod appears to be a royal scepter worth at least 25,000 gp in materials and work-manship alone. The wielder can command the obedience and fealty of creatures within 360 feet when he or she activates the device (a standard action). Creatures totaling 900 Hit Dice can be ruled, but creatures with Intelligence scores of 17 or higher are entitled to a Will saving throw (DC 29) to negate the effect. Ruled creatures obey the wielder as if he or 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 1,500 total minutes before crumbling to dust. This duration need not be continuous.

Caster Level: 25th; *Prerequisites:* Craft Rod, Craft Epic Rod, Improved Heighten Spell, improved heightened *mass charm*; *Market Price:* 575,000 gp; *Cost to Create:* 300,000 gp + 15,500 XP.

Epic Spellcaster: This magnificent adamantine rod grants its wielder a +10 insight bonus on Spellcraft checks made to cast epic spells for as long as he or she holds or carries the rod.

Caster Level: 21st; *Prerequisites:* Craft Rod, Craft Epic Rod; *Market Price:* 245,400 gp.

Epic Splendor: This rod grants its wielder a +8 enhancement bonus to Charisma for as long as he or she holds or carries the item. Three times per day, the rod creates and garbs him or her in clothing of the finest fabrics, plus adornments of fur and jewels. Apparel created by the rod can remain in existence up to 24 hours. The value of the garb ranges from 70,000 to 100,000 gp (1d4+6 x 10,000 gp)—10,000 gp for the fabric, 50,000 gp for the furs, and the rest for jewel trim (maximum of 40 gems, maximum value 1,000 gp each). In addition, the rod can, once per week, create a palatial mansion in any floor plan the user desires. The mansion is palatial, able to accommodate up to 250 people, housing them in private chambers and serving them fine banquets. The mansion lasts for three days, after which time it, and everything originally in it (including items removed from the mansion), disappear.

Caster Level: 21st; *Prerequisites:* Craft Rod, Craft Epic Rod, *fabricate*, *mage's magnificent mansion*; *Market Price:* 297,400 gp; *Cost to Create:* 191,200 gp + 12,124 XP.

Excellent Magic: Once per day when casting a nonepic or epic spell that has an experience point component, the rod supplies up to 2,000 XP, not the caster. If more experience points are required to cast the spell, the caster provides them. As a special use of the rod, the caster can substitute the power inherent in the rod for the experience point development cost of an epic spell. Doing so drains all the power from the rod, rendering it useless.

Caster Level: 21st; *Prerequisites:* Craft Rod, Craft Epic Rod; *Market Price:* 650,000 gp; *Cost to Create:* 325,000 gp + 26,000 XP.

Fortification: This rod functions as a +3 *light mace*. In addition, it is useful for the construction and defense of fortifications. Whenever the wielder is benefiting from cover, the rod improves that to nine-tenths cover (+10 cover AC bonus and +4 cover Reflex save bonus; failure on the save results in half damage and success results in no damage). Three times per day, the rod can create food and water, as per the cleric spell, for twenty-four people. The rod also has the following powers: *Fortify*: Four times per day, a stone wall can be created that is 12 inches thick, 10 feet high, and 30 feet long. This wall has a parapet and battlements across the top. (Alternatively, the power can be used to mend a broken existing wall. The gap to be filled can be no more than 300 square feet in area.) In addition, once per day, a great door of iron can be created that is set into one of the newly created walls. This door, 4 inches thick, may be a double door, a drawbridge, or a portcullis, as chosen by the wielder.

Siege Engine: One heavy catapult, two light catapults, or three ballistae may be generated with each use of this power. The power can be used four times per day. Ammunition for 20 shots is included with each weapon created.

Caster Level: 24th; *Prerequisites:* Craft Rod, Craft Epic Rod, Craft Magic Arms and Armor, *interposing hand*, *create food and water*, *major creation*, *wall of iron*, *wall of stone*; *Market Price:* 465,665 gp; *Cost to Create:* 231,985 gp + 14,634 XP.

Invulnerability: When held, this rod grants its wielder the following powers.

- +5 enhancement bonus to natural armor.
- +5 resistance bonus on saving throws.

- Damage reduction 15/adamantine.
- Immunity to critical hits.
- Spell resistance 32.

Caster Level: 20th; *Prerequisites:* Craft Rod, Craft Epic Rod, *iron body, resistance, spell resistance;* *Market Price:* 600,000 gp.

Nightmares: Anyone who comes within 20 feet of the wielder of this rod feels a grave sense of unease. Each person so affected must make a Will save (DC 17) or suffer the effects of a *nightmare* spell the next time he or she falls asleep. The wielder is immune to this effect. Three times per day, the wielder can utter a command word that causes the rod to emit a horrid, inhuman scream. Up to twenty of the closest creatures within a 30-foot radius who hear this terrible wail believe that their worst nightmares have become reality and suffer the effects of a *wail of the banshee* spell (DC 23).

Caster Level: 21st; *Prerequisites:* Craft Rod, Craft Epic Rod, *nightmare, permanency, wail of the banshee;* *Market Price:* 284,000 gp.

Paradise: This item creates a nondimensional space, similar in effect to a *rod of security*. However, the rod's possessor and up to 999 other creatures can stay in complete safety for up to 1,000 days divided by the number of creatures affected. Natural healing takes place at five times the normal pace. The rod functions like its nonepic counterpart in all other ways.

Caster Level: 24th; *Prerequisites:* Craft Rod, Craft Epic Rod, Improved Heighten Spell, improved heightened gate; *Market Price:* 610,000 gp.

The Path: This rod serves as an aid to trailblazing and travel. It grants the wielder a +30 enhancement bonus on Wilderness Lore checks for tracking and Intuit Direction checks. The handle of the rod is hollow, functioning like a telescope. When the wielder peers through it, the limits of vision are three times normal (and spotting distances for encounters are tripled). In addition, the telescoping handle enables the wielder to view things as though affected by a *true seeing* spell. The rod also has the following powers.

Map: Three times per day a section of the rod unrolls like a scroll from a tube, revealing a map of the surrounding area, centered on the location of the rod. The area shown on the map covers an area as small as 50 feet in radius to as large as 24 miles in radius, zooming in or out with a set of command words. The map reveals natural topography and all types of structures (even hidden ones), but it will not show the location of creatures.

Passage: Three times per day, this power allows the wielder and up to five others in a 20-foot radius to move unhindered through natural plant growth or bodies of water (as per the *freedom of movement* spell).

Bridge: Once per day, this power allows the user to create a 5-foot-wide, 40-foot-long stone cause-way across chasms and canyons. The bridge created lasts for 1 hour.

Pass without Trace: Once per day, this power can be used on the wielder and twenty others, for 21 minutes. It is otherwise as the spell of the same name (caster level 24th).

Caster Level: 21st; *Prerequisites:* Craft Rod, Craft Epic Rod, *find the path, freedom of movement, pass without trace, wall of stone;* *Market Price:* 306,870 gp.

Restless Death: The holder of this rod can rebuke or control undead as if he or she were four levels higher. (The rod doesn't grant the ability to rebuke or control undead if the holder doesn't already have it.) In addition, the wielder may speak a command word to cast *animate dead*. Any skeletons or zombies animated by the rod's power are automatically controlled by the rod, up to the rod's maximum limit of 42 HD, and they follow the orders of the rod's wielder. These undead don't count toward the wielder's limit of controlled undead. Finally, the wielder can speak a second command word to cast *slay living* (heightened to 10th level; DC 25).

Caster Level: 21st; *Prerequisites:* Craft Rod, Craft Epic Rod, *animate dead, control undead, slay living;* *Market Price:* 625,000 gp.

Wyrm: Any of the various rods in this series functions as a +5 *quarterstaff*. Upon casting the rod to the ground (a standard action) and uttering a command word, the rod grows into a specific type of dragon (depending on the specific type of rod) by the end of the round. The dragon created is a wyrm and obeys the commands of the owner. The dragon returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 500 feet from the owner. If the dragon form is slain, it returns to rod form and cannot be activated again for three days. A *wyrm rod* only functions if the possessor is of the same alignment as the dragon type.

Caster Level: 34th (white or brass), 35th (black or copper), 36th (green or bronze), 37th (blue or silver), 38th (red or gold); *Prerequisites:* Craft Rod, Craft Epic Rod, Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, Improved Heighten Spell, improved heightened *polymorph*, creator must be same alignment as dragon type; *Market Price:* 1,458,200 gp (brass or white), 1,562,600 gp (black or copper), 1,670,600 gp (bronze or green), 1,782,200 gp (blue or silver), 1,897,400 gp (gold or red); *Cost to Create:* 729,400 gp + 24,576 XP (brass or white), 781,600 gp + 25,620 XP (black or copper), 835,600 gp + 26,700 XP (bronze or green), 891,400 gp + 27,816 XP (blue or silver), 949,000 gp + 28,968 XP (gold or red).

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EPIC MAGIC ITEMS 2

SCROLLS

To generate an epic scroll randomly, first roll on Table: Scroll Types to determine whether the spells are arcane or divine. An epic scroll contains 1d8 spells. For each spell, roll on Table: Epic Scroll Spell Levels to determine its level and then on the appropriate section of Table: Actual Spell Levels to determine the spell's actual level and total metamagic level adjustments. To determine the specific metamagic level adjustments, roll on the appropriate section of Table: Metamagic Level Adjustment to Spells. To determine the spell, use the appropriate sections of the nonepic scroll tables.

Table: Scroll Types

d%	Type
01–70	Arcane
71–	Divine
100	

Table: Epic Scroll Spell Levels

d%	Spell Level	Spell's Caster Level	Market Price ¹	XP Cost
01–26	10th	21st	5,250 gp	1,210 XP
27–46	11th	22nd	6,050 gp	1,242 XP
47–61	12th	23rd	6,900 gp	1,276 XP
62–71	13th	24th	7,800 gp	1,312 XP
72–79	14th	25th	8,750 gp	1,350 XP
80–85	15th	26th	9,750 gp	1,390 XP
86–90	16th	27th	10,800 gp	1,432 XP
91–94	17th	28th	11,900 gp	1,476 XP
95–97	18th	29th	13,050 gp	1,522 XP
98–99	19th	30th	14,250 gp	1,570 XP
100	Roll again and add +10 ²	Spell level +11	Varies	Varies

¹ Market price does not include price of material components or XP costs for spell.

² This result is cumulative if rolled multiple times

Table: Actual Spell Level

10th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–03	1st-level spell plus metamagic (9)
04–08	2nd-level spell plus metamagic (8)
09–15	3rd-level spell plus metamagic (7)
16–24	4th-level spell plus metamagic (6)
25–35	5th-level spell plus metamagic (5)
36–48	6th-level spell plus metamagic (4)
49–63	7th-level spell plus metamagic (3)
64–80	8th-level spell plus metamagic (2)
81–99	9th-level spell plus metamagic (1)
100	Any

11th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–03	1st-level spell plus metamagic (10)
04–08	2nd-level spell plus metamagic (9)
09–15	3rd-level spell plus metamagic (8)
16–24	4th-level spell plus metamagic (7)
25–35	5th-level spell plus metamagic (6)
36–48	6th-level spell plus metamagic (5)

49–63	7th-level spell plus metamagic (4)
64–80	8th-level spell plus metamagic (3)
81–99	9th-level spell plus metamagic (2)
100	Any

12th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–05	2nd-level spell plus metamagic (10)
06–12	3rd-level spell plus metamagic (9)
13–21	4th-level spell plus metamagic (8)
22–32	5th-level spell plus metamagic (7)
33–45	6th-level spell plus metamagic (6)
46–60	7th-level spell plus metamagic (5)
61–77	8th-level spell plus metamagic (4)
78–99	9th-level spell plus metamagic (3)
100	Any

13th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–08	3rd-level spell plus metamagic (10)
09–18	4th-level spell plus metamagic (9)
19–30	5th-level spell plus metamagic (8)
31–44	6th-level spell plus metamagic (7)
45–60	7th-level spell plus metamagic (6)
61–78	8th-level spell plus metamagic (5)
79–99	9th-level spell plus metamagic (4)
100	Any

14th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–11	4th-level spell plus metamagic (10)
12–24	5th-level spell plus metamagic (9)
25–39	6th-level spell plus metamagic (8)
40–56	7th-level spell plus metamagic (7)
57–75	8th-level spell plus metamagic (6)
76–99	9th-level spell plus metamagic (5)
100	Any

15th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–15	5th-level spell plus metamagic (10)
16–33	6th-level spell plus metamagic (9)
34–53	7th-level spell plus metamagic (8)
54–75	8th-level spell plus metamagic (7)
76–99	9th-level spell plus metamagic (6)
100	Any

16th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–18	6th-level spell plus metamagic (10)
19–41	7th-level spell plus metamagic (9)
42–68	8th-level spell plus metamagic (8)
69–99	9th-level spell plus metamagic (7)
100	Any

17th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
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01–25	7th-level spell plus metamagic (10)
26–60	8th-level spell plus metamagic (9)
61–99	9th-level spell plus metamagic (8)
100	Any

18th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–41	8th-level spell plus metamagic (10)
42–59	9th-level spell plus metamagic (9)
100	Any

19th-Level Spell

d%	Spell Level and Metamagic Level Adjustment
01–99	9th-level spell plus metamagic (10)
100	Any

Table: Metamagic Level Adjustment to Spells

Metamagic (1)

d%	Metamagic Effects
01–10	Enlarge Spell
21–40	Extend Spell
41–80	Heighten Spell (+1 level)
81–100	Silent Spell

Metamagic (2)

d%	Metamagic Effects
01–25	Empower Spell
26–50	Heighten Spell (+2 levels)
51–55	Roll on Metamagic (1) and add Enlarge Spell
56–65	Roll on Metamagic (1) and add Extend Spell
66–90	Roll on Metamagic (1) and add Heighten Spell (+1 level)
91–100	Roll on Metamagic (1) and add Silent Spell

Metamagic (3)

d%	Metamagic Effects
01–25	Heighten Spell (+3 levels)
26–50	Maximize Spell
51–65	Roll on Metamagic (1) and add Empower Spell
66–70	Roll on Metamagic (2) and add Enlarge Spell
71–75	Roll on Metamagic (2) and add Extend Spell
76–95	Roll on Metamagic (2) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (2) and add Silent Spell

Metamagic (4)

d%	Metamagic Effects
01–15	Enhance Spell
16–40	Heighten Spell (+4 levels)
41–55	Quicken Spell
56–65	Roll on Metamagic (1) and add Maximize Spell
66–75	Roll on Metamagic (2) and add Empower Spell
76–80	Roll on Metamagic (3) and add Enlarge Spell
81–85	Roll on Metamagic (3) and add Extend Spell
86–95	Roll on Metamagic (3) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (3) and add Silent Spell

Metamagic (5)

d%	Metamagic Effects
01–30	Heighten Spell (+5 levels)

31–40	Roll on Metamagic (1) and add Enhance Spell
41–55	Roll on Metamagic (1) and add Quicken Spell
56–65	Roll on Metamagic (2) and add Maximize Spell
66–75	Roll on Metamagic (3) and add Empower Spell
76–80	Roll on Metamagic (4) and add Enlarge Spell
81–85	Roll on Metamagic (4) and add Extend Spell
86–95	Roll on Metamagic (4) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (4) and add Silent Spell

Metamagic (6)

d%	Metamagic Effects
01–30	Heighten Spell (+6 levels)
31–40	Roll on Metamagic (2) and add Enhance Spell
41–55	Roll on Metamagic (2) and add Quicken Spell
56–65	Roll on Metamagic (3) and add Maximize Spell
66–75	Roll on Metamagic (4) and add Empower Spell
76–80	Roll on Metamagic (5) and add Enlarge Spell
81–85	Roll on Metamagic (5) and add Extend Spell
86–95	Roll on Metamagic (5) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (5) and add Silent Spell

Metamagic (7)

d%	Metamagic Effects
01–25	Heighten Spell (+7 levels)
26–45	Intensify Spell
46–55	Roll on Metamagic (3) and add Enhance Spell
56–65	Roll on Metamagic (3) and add Quicken Spell
66–75	Roll on Metamagic (4) and add Maximize Spell
76–80	Roll on Metamagic (5) and add Empower Spell
81–85	Roll on Metamagic (6) and add Enlarge Spell
86–90	Roll on Metamagic (6) and add Extend Spell
91–95	Roll on Metamagic (6) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (6) and add Silent Spell

Metamagic (8)

d%	Metamagic Effects
01–30	Heighten Spell (+8 levels)
31–45	Roll on Metamagic (1) and add Intensify Spell
46–55	Roll on Metamagic (4) and add Enhance Spell
56–65	Roll on Metamagic (4) and add Quicken Spell
66–75	Roll on Metamagic (5) and add Maximize Spell
76–80	Roll on Metamagic (6) and add Empower Spell
81–85	Roll on Metamagic (7) and add Enlarge Spell
86–90	Roll on Metamagic (7) and add Extend Spell
91–95	Roll on Metamagic (7) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (7) and add Silent Spell

Metamagic (9)

d%	Metamagic Effects
01–30	Heighten Spell (+9 levels)
31–45	Roll on Metamagic (2) and add Intensify Spell
46–55	Roll on Metamagic (5) and add Enhance Spell
56–65	Roll on Metamagic (5) and add Quicken Spell
66–75	Roll on Metamagic (6) and add Maximize Spell
76–80	Roll on Metamagic (7) and add Empower Spell
81–85	Roll on Metamagic (8) and add Enlarge Spell

86–90	Roll on Metamagic (8) and add Extend Spell
91–95	Roll on Metamagic (8) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (8) and add Silent Spell

Metamagic (10)

d%	Metamagic Effects
01–30	Heighten Spell (+10 levels)
31–45	Roll on Metamagic (3) and add Intensify Spell
46–55	Roll on Metamagic (6) and add Enhance Spell
56–65	Roll on Metamagic (6) and add Quicken Spell
66–75	Roll on Metamagic (7) and add Maximize Spell
76–80	Roll on Metamagic (8) and add Empower Spell
81–85	Roll on Metamagic (9) and add Enlarge Spell
86–90	Roll on Metamagic (9) and add Extend Spell
91–95	Roll on Metamagic (9) and add Heighten Spell (+1 level)
96–100	Roll on Metamagic (9) and add Silent Spell

STAFFS

Staffs have 50 charges when created, and they can't be recharged.

Staffs use the wielder's ability score and relevant feats to set the DC for saves against their spells in such cases where those values would be higher than the listed values for the staffs.

Table: Epic Staffs

d%	Staff	Market Price
01–09	<i>Spheres</i>	228,375 gp
10–18	<i>Mighty force</i>	265,000 gp
19–27	<i>Walls</i>	275,625 gp
28–36	<i>Winter</i>	292,500 gp
37–45	<i>Prism</i>	326,812 gp
46–54	<i>Rapid barrage</i>	417,750 gp
55–63	<i>Planar might</i>	460,000 gp
64–71	<i>Domination</i>	464,400 gp
72–79	<i>Fiery power</i>	500,000 gp
80–87	<i>Nature's fury</i>	500,000 gp
88–95	<i>Hierophants</i>	501,187 gp
96–98	<i>Cosmos</i>	683,487 gp
99–	<i>Necromancy</i>	1,505,312 gp
100		

Epic Staff Descriptions

Standard epic staffs are described below.

Cosmos: This staff allows use of the following spells.

- *Chain lightning* (intensified, 1 charge, DC 29)
- *Meteor swarm* (intensified, 1 charge, DC 34)
- *Sunburst* (intensified, 1 charge, DC 32)

Caster Level: 27th; *Prerequisites:* Craft Staff, Craft Epic Staff, Intensify Spell, *chain lightning*, *meteor swarm*, *sunburst*; *Market Price:* 683,487 gp.

Domination: This staff allows use of the following heightened spells.

- *Dominate monster* (1 charge, DC 33)
- *Demand* (1 charge, DC 32)
- *Mass charm monster* (1 charge, DC 32)
- *Geas* (heightened, 1 charge, DC 33)

Caster Level: 21st; *Prerequisites:* Craft Staff, Craft Epic Staff, Heighten Spell, *demand*, *dominate monster*, *geas*, *mass charm monster*; *Market Price:* 464,400 gp.

Fiery Power: This +5 flaming quarterstaff grants its wielder fire resistance 30 whenever held. In addition, it has the

following powers.

- *Wall of fire* (extended, 1 charge, DC 18)
- *Delayed blast fireball* (intensified to 240 points of damage, 2 charges, DC 22)
- *Meteor swarm* (heightened to 12th, 2 charges, DC 30)
- *Summon monster IX* (extended, 2 charges, elder fire elemental only) A staff of fiery power can be broken in a retributive strike. The breaking of the staff must be purposeful and declared by the wielder. All charges currently in the staff are instantly released in a 30-foot-radius globe. All within 10 feet of the broken staff take points of damage equal to eight times the number of charges in the staff, those between 11 feet and 20 feet away take six times the number of charges in damage, and those 21 feet to 30 feet distant take four times the number of charges in damage. Successful Reflex saving throws (DC 17) reduce the damage sustained by half. The character breaking the staff has a 50% chance of traveling to another plane of existence; if he or she does not, the explosive release of spell energy destroys him or her. After all charges are used up from the staff, it remains a +5 quarterstaff with no special abilities. (Once empty of charges, it cannot be broken in a retributive strike.)

Caster Level: 25th; *Prerequisites:* Craft Staff, Craft Epic Staff, Extend Spell, Heighten Spell, Improved Heighten Spell, Intensify Spell, Spell Focus (Evocation), continual flame, delayed blast fireball, meteor swarm, protection from energy, summon monster IX, wall of fire; *Market Price:* 500,000 gp.

The Hierophants: This staff allows use of the following spells.

- *Creeping doom* (enlarged, extended, 1 charge, DC 23)
- *Command plants* (enlarged, extended, 1 charge, DC 25)
- *Elemental swarm* (intensified, 2 charges, DC 34)
- *Shambler* (intensified, 2 charges, DC 34)

Caster Level: 27th; *Prerequisites:* Craft Staff, Craft Epic Staff, Enlarge Spell, Extend Spell, Intensify Spell, creeping doom, command plants, elemental swarm, shambler; *Market Price:* 501,187 gp.

Mighty Force: This staff has three powers.

- *Shield* (quickened, 1 charge, may be activated once per round)
- *Forcecage* (1 charge)
- *Crushing hand* (1 charge)

Caster Level: 21st; *Prerequisites:* Craft Staff, Craft Epic Staff, Quicken Spell, crushing hand, forcecage, shield; *Market Price:* 265,000 gp.

Nature's Fury: This +5 aberration bane quarterstaff allows use of the following spells.

- *Earthquake* (1 charge)
- *Whirlwind* (heightened to 10th level, 1 charge, DC 25)
- *Fire storm* (heightened to 10th level, 1 charge, DC 25)

After all charges are used up from a staff of nature's fury, it remains a +5 quarterstaff with no special abilities.

Caster Level: 21st; *Prerequisites:* Craft Staff, Craft Epic Staff, Heighten Spell, Improved Heighten Spell, earthquake, fire storm, summon monster I (or summon nature's ally I), whirlwind; *Market Price:* 500,000 gp.

Necromancy: This staff allows use of the following spells.

- *Circle of death* (intensified, 2 charges, DC 29)
- *Create greater undead* (1 charge)
- *Finger of death* (improved heightened to 16th, 2 charges, DC 34)
- *Soul bind* (improved heightened to 16th, 2 charges, DC 34). The soul trapped through the use of the soul bind spell is trapped in the staff rather than a gem. Only by breaking the staff can the souls be freed.

Caster Level: 27th; *Prerequisites:* Craft Staff, Craft Epic Staff, Intensify Spell, Heighten Spell, Improved Heighten Spell, circle of death, create greater undead, finger of death, soul bind; *Market Price:* 1,505,312 gp; *Cost to Create:* 1,290,156 gp + 14,303 XP.

Planar Might: The wielder of this powerful staff is immune to the effects of any planar alignment traits, as well as the positive-dominant and negative-dominant traits or a plane. It also allows use of the following spells.

- *Greater planar ally* (1 charge)
- *Greater planar binding* (1 charge)
- *Gate* (1 charge)

When using the greater planar ally power, the character must still bargain with the called creature.

In addition to its other powers, a staff of planar might is a +5 outsider bane quarterstaff (roll 1d4 to determine what alignment of outsiders the staff's bane power works against: 1=chaotic, 2=evil, 3=good, 4=lawful). After all charges are used up from a staff of planar might, it remains a +5 quarterstaff with no special abilities.

Caster Level: 21st; *Prerequisites:* Craft Staff, Craft Epic Staff, gate, greater planar ally, greater planar binding, protection from energy; *Market Price:* 460,000 gp.

Prism: This staff allows use of the following spells.

- *Prismatic sphere* (extended, 1 charge, DC 25)
- *Prismatic spray* (extended, 1 charge, DC 22)

- *Prismatic wall* (extended, 1 charge, DC 23)

Caster Level: 21st; *Prerequisites:* Craft Staff, Craft Epic Staff, Extend Spell, *prismatic sphere*, *prismatic spray*, *prismatic wall*; *Market Price:* 326,812 gp.

Rapid Barrage: Either of the staff's two powers can be activated as a free action (though the staff may only be activated once per round).

- *Magic missile* (intensified, quickened, 1 charge, 5 missiles dealing 10 points of damage each)
- *Fireball* (heightened to 6th, enhanced, quickened, 1 charge, 20d6 damage, DC 19)

Caster Level: 25th; *Prerequisites:* Craft Staff, Craft Epic Staff, Enhance Spell, Heighten Spell, Intensify Spell, Quicken Spell, *fireball*, *magic missile*; *Market Price:* 417,750 gp.

Spheres: This staff allows use of the following spells.

- *Freezing sphere* (1 charge, DC 19)
- *Resilient sphere* (1 charge, DC 16)
- *Telekinetic sphere* (1 charge, DC 22)

Caster Level: 21st; *Prerequisites:* Craft Staff, Craft Epic Staff, *freezing sphere*, *resilient sphere*, *telekinetic sphere*; *Market Price:* 228,375 gp.

Walls: This staff allows use of the following spells.

- *Wall of iron* (1 charge)
- *Wall of stone* (1 charge)
- *Wall of force* (1 charge)

Caster Level: 30th; *Prerequisites:* Craft Staff, Craft Epic Staff, Extend Spell, extended *wall of force*, *wall of iron*, *wall of stone*; *Market Price:* 275,625 gp.

Winter: This staff allows the use of the following spells.

- *Cone of cold* (intensified, 2 charges, DC 28)
- *Ice storm* (intensified, 2 charges, DC 26)
- *Freezing sphere* (intensified, 2 charges, DC 29)
- *Wall of ice* (1 charge)

Caster Level: 24th; *Prerequisites:* Craft Staff, Craft Epic Staff, Extend Spell, Intensify Spell, *cone of cold*, *ice storm*, *freezing sphere*, *wall of ice*; *Market Price:* 292,500 gp.

WONDROUS ITEMS

Anyone can use a wondrous item unless specified otherwise in the item's description.

Table: Epic Wondrous Items

d%	Wondrous Item	Market Price
01–02	<i>Horseshoes of the peerless steed</i>	217,000 gp
03–04	<i>Mantle of great stealth</i>	242,000 gp
05–06	<i>Boots of swiftness</i>	256,000 gp
07–08	<i>Cabinet of feasting</i>	288,000 gp
09–10	<i>Mantle of epic spell resistance</i>	290,000 gp
11–13	<i>Cloak of epic resistance +6</i>	360,000 gp
14–15	<i>Gate key</i>	378,000 gp
16–18	<i>Cloak of epic resistance +7</i>	490,000 gp
19–21	<i>Belt of epic strength +8</i>	640,000 gp
22–24	<i>Bracers of epic health +8</i>	640,000 gp
25–27	<i>Cloak of epic charisma +8</i>	640,000 gp
28–30	<i>Cloak of epic resistance +8</i>	640,000 gp
31–33	<i>Gloves of epic dexterity +8</i>	640,000 gp
34–36	<i>Headband of epic intellect +8</i>	640,000 gp
37–39	<i>Periapt of epic wisdom +8</i>	640,000 gp
40–42	<i>Amulet of epic natural armor +6</i>	720,000 gp
43–45	<i>Cloak of epic resistance +9</i>	810,000 gp
46–48	<i>Amulet of epic natural armor +7</i>	980,000 gp
49–51	<i>Belt of epic strength +10</i>	1,000,000 gp
52–54	<i>Bracers of epic health +10</i>	1,000,000 gp
55–57	<i>Cloak of epic charisma +10</i>	1,000,000 gp
58–59	<i>Cloak of epic resistance +10</i>	1,000,000 gp

60–62	<i>Gloves of epic dexterity +10</i>	1,000,000 gp
63–65	<i>Headband of epic intellect +10</i>	1,000,000 gp
66–68	<i>Periapt of epic wisdom +10</i>	1,000,000 gp
69–71	<i>Bracers of epic armor +11</i>	1,210,000 gp
72–74	<i>Amulet of epic natural armor +8</i>	1,280,000 gp
75–76	<i>Belt of epic strength +12</i>	1,440,000 gp
77–78	<i>Bracers of epic armor +12</i>	1,440,000 gp
79–80	<i>Bracers of epic health +12</i>	1,440,000 gp
81–82	<i>Cloak of epic charisma +12</i>	1,440,000 gp
83–84	<i>Gloves of epic dexterity +12</i>	1,440,000 gp
85–86	<i>Headband of epic intellect +12</i>	1,440,000 gp
87–88	<i>Periapt of epic wisdom +12</i>	1,440,000 gp
89–90	<i>Amulet of epic natural armor +9</i>	1,620,000 gp
91–92	<i>Bracers of epic armor +13</i>	1,690,000 gp
93–94	<i>Bracers of epic armor +14</i>	1,960,000 gp
95–96	<i>Amulet of epic natural armor +10</i>	2,000,000 gp
97–98	<i>Bracers of epic armor +15</i>	2,250,000 gp
99–100	<i>Bracers of relentless might</i>	4,384,000 gp

Epic Wondrous Item Descriptions

Standard epic wondrous items are described below.

Amulet of Epic Natural Armor: This amulet toughens the wearer's body and flesh, giving him or her an enhancement bonus to his or her natural armor of +6 or higher, depending on the type of amulet.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *barkskin*, creator's caster level must be three times the amulet's bonus; *Market Price:* 720,000 gp (+6), 980,000 gp (+7), 1,280,000 gp (+8), 1,620,000 gp (+9), 2,000,000 gp (+10); *Weight:* —.

Belt of Epic Strength: This belt adds an enhancement bonus of +8 or higher to the wearer's Strength score.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *bull's strength*; *Market Price:* 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight:* 1 lb.

Boots of Swiftness: These shoes grant their wearer a +6 enhancement bonus to Dexterity. The wearer's speed doubles (this does not stack with any magical or supernatural enhancement to speed), he or she gains the evasion ability (as the rogue class feature), and the wearer's jumping distance is not limited by his or her height. The wearer gains a +20 competence bonus on Balance, Climb, Jump, and Tumble checks. Three times per day, the wearer can utter a command word to activate the boots' *haste* power (as the *haste* spell, lasts 20 rounds).

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *cat's grace*, *expeditious retreat*, *haste*, *jump*; *Market Price:* 256,000 gp; *Weight:* 1 lb.

Bracers of Epic Armor: These items surround the wearer with an invisible but tangible field of force, granting him or her an armor bonus of +11 or higher, just as though he or she were wearing armor. Both bracers must be worn for the magic to be effective.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *mage armor*, creator's caster level must be twice the bracers' bonus; *Market Price:* 1,210,000 (+11), 1,440,000 (+12), 1,690,000 gp (+13), 1,960,000 (+14), 2,250,000 gp (+15); *Weight:* 1 lb.

Bracers of Epic Health: These grant the wearer an enhancement bonus of +8 or higher to Constitution.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *endurance*; *Market Price:* 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight:* 1 lb.

Bracers of Relentless Might: These bracers grant a +12 enhancement bonus to the wearer's Strength and Constitution. The wearer is treated as two size categories larger than normal (to a maximum of Colossal) for purposes of combat-related opposed checks that apply a modifier based on size, such as bull rush, grapple, and trip.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *bull's strength*, *endurance*, *enlarge*; *Market Price:* 4,384,000 gp; *Weight:* 1 lb.

Cabinet of Feasting: This cabinet has the ability to produce a feast for up to forty people, three times per day. Merely opening the doors of the cabinet reveals platters of food of all types and flavors of the very freshest sort. The meal has all the qualities and benefits of that produced by a *heroes' feast* spell.

Caster Level: 40th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *heroes' feast*; *Market Price:* 288,000 gp; *Weight:* 20 lb.

Cloak of Epic Charisma: When worn, this cloak grants a +8 or higher enhancement bonus to a character's Charisma score.

Caster Level: 20th; *Prerequisites:* Craft Wondrous Item, Craft Epic Wondrous Item, *charm monster*; *Market Price:* 640,000

gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight*: 1 lb.

Cloak of Epic Resistance: These garments offer magic protection in the form of a +6 or higher resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *resistance*, creator's caster level must be three times the cloak's bonus; *Market Price*: 360,000 (+6), 490,000 (+7), 640,000 gp (+8), 810,000 (+9), 1,000,000 gp (+10); *Weight*: 1 lb.

Gate Key: When properly operated, the gate key can be used to attune any bounded space, such as a doorway or a cave opening, to another bounded space on another plane of existence previously visited by the wielder. When two bounded spaces are attuned, an interdimensional portal springs up at each location, and the two portals are connected. When the wielder creates a pair of portals, he or she also establishes the necessary key that travelers must have to access the portal. Possible keys include nothing, a pearl, a particular hair color, or even the *gate key* itself. Up to sixty different pairs of portals can be attuned in this manner. Once all sixty pairs of portals are created, the key cannot create additional gates, though it may still be the necessary key to access some or all of the portals. To any creature without the proper key, the interdimensional portals are not visible (through *true seeing* or similar magic reveals their presence).

Caster Level: 21st; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *gate*; *Market Price*: 378,000 gp; *Weight*: 1 lb.

Gloves of Epic Dexterity: These gloves add an enhancement bonus of +8 or higher to the wearer's Dexterity score.

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *cat's grace*; *Market Price*: 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight*: —.

Headband of Epic Intellect: This headband adds an enhancement bonus of +8 or higher to the wearer's Intelligence score.

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *commune* or *legend lore*; *Market Price*: 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight*: —.

Horseshoes of the Peerless Steed: These horseshoes magically adhere to the feet of any hooved creature. Anyone riding the creature gains a +10 competence bonus on Ride checks and is treated as having ranks in the appropriate Ride skill (and thus does not take the -5 penalty for riding an unfamiliar mount). The horseshoes grant the creature (or its rider, as appropriate) the effects of the Trample, Ride-By Attack, and Spirited Charge feats. The wearer of the horseshoes gains spell resistance 32 against enchantment effects. In addition, the ground speed of the creature wearing the horseshoes doubles.

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, Ride skill, *haste*, *spell resistance*; *Market Price*: 217,000 gp; *Weight*: 1 lb. each.

Mantle of Epic Spell Resistance: This garment is worn over normal clothing or armor. It grants the wearer spell resistance 40.

Caster Level: 29th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *spell resistance*; *Market Price*: 290,000 gp. *Weight*: 1 lb.

Mantle of Great Stealth: The wearer of this cloak gains a +30 bonus on Hide and Move Silently checks. The wearer's outline is blurry and indistinct, granting concealment (20% miss chance) at all times (as the *blur* spell). The mantle also grants nondetection to its wearer (as the spell).

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *blur*, *invisibility*, *nondetection*, *silence*; *Market Price*: 242,000 gp; *Weight*: 1 lb.

Periapt of Epic Wisdom: This large pearl set on a chain grants an enhancement bonus of +8 or higher to the wearer's Wisdom score.

Caster Level: 20th; *Prerequisites*: Craft Wondrous Item, Craft Epic Wondrous Item, *commune* or *legend lore*; *Market Price*: 640,000 gp (+8), 1,000,000 gp (+10), 1,440,000 gp (+12); *Weight*: —.

INTELLIGENT ITEMS

Just like nonepic magic items, epic magic items sometimes possess intelligence of their own. Such items are fully sentient and should be treated as NPCs. The Random Epic Magic Items section details the chances that epic armor, shields, rings, rods, staffs, wondrous items, and weapons might be intelligent. In short, a ring, rod, staff, wondrous item, armor, or shield has a 1% chance to be intelligent, a ranged weapon has a 5% chance to be intelligent, and a melee weapon has a 15% chance to be intelligent. Rather than using the tables for nonepic items, use the tables below to determine the properties of an intelligent item: the number of powers, unusual properties, alignment, and special purpose of the item (if any). Of the three mental ability scores, two scores are favored (2d6 + some number) and one is completely random (3d6). Choose which scores get assigned which number, or roll 1d4 and determine randomly according to the following table.

Table: Mental Ability Scores for Intelligent Items

1d	High Score	Medium Score	Low Score
4	Intelligence	Charisma	Wisdom
1			

2	Intelligence	Wisdom	Charisma
3	Wisdom	Intelligence	Charisma
4	Charisma	Intelligence	Wisdom

The first step in determining the properties of a random intelligent epic magic item is to determine its general capabilities. These are found by rolling d% and consulting Table: Epic Items Intelligence, Wisdom, Charisma, and Capabilities.

Table: Epic Item Intelligence, Wisdom, Charisma, and Capabilities

d%	Ability Scores	Capabilities
01–22	Two 2d6+10, one 3d6	Three primary abilities, one extraordinary power
23–40	Two 2d6+11, one 3d6	Three primary abilities, two extraordinary powers
41–54	Two 2d6+12, one 3d6	Four primary abilities, two extraordinary powers
55–64	Two 2d6+14, one 3d6	Four primary abilities, three extraordinary powers
65–71	Two 2d6+16, one 3d6	Four primary abilities, three extraordinary powers, one awesome power
72–73	Two 2d6+18, one 3d6	Four primary abilities, three extraordinary powers, two awesome powers
74	Roll again, but add 1d6 to each ability score ¹	
75–100	Use nonepic magic item Table: Item Intelligence, Wisdom, Charisma, and Capabilities	

1 Cumulative if rolled multiple times.

MARKET PRICE MODIFIER

To find the market price for an epic magic item, use these expanded guidelines, adjusting as necessary to find an appropriate final price. Each point of Intelligence bonus, Wisdom bonus, or Charisma bonus increases the item's market price by 400 gp. Any form of communication possessed by the item increases its market price by the number shown on Table: Epic Item Communication. Each primary ability possessed by the item increases its market price by 2,000 to 10,000 gp (average 6,000 gp). Each extraordinary ability possessed by the item increases its market price by 15,000 to 35,000 gp (average 25,000 gp). A special purpose increases the item's market price by 50,000 gp. An awesome power increases the item's market price by 100,000 gp.

INTELLIGENT ITEM ALIGNMENT

Any item with Intelligence has an alignment. Make sure that the alignment chosen or determine randomly (using Table: Item Alignment) matches any alignment-oriented special abilities of the item. Any character whose alignment is not compatible with that of the item gains one negative level for every 10 points of the weapon's Ego (see Item Ego, below) if he or she so much as picks up the item. Although this never results in actual level loss, the negative levels remain as long as the item is in hand and cannot be overcome in any way (including *restoration* spells). These negative levels are cumulative with any other penalties the item might already place on inappropriate wielders.

Table: Item Alignment

d%	Alignment of Item
01–05	Chaotic good
06–15	Chaotic neutral ¹
16–20	Chaotic evil
21–25	Neutral evil ¹
26–30	Lawful evil
31–55	Lawful good
56–60	Lawful neutral ¹
61–80	Neutral good ¹
81–100	Neutral

1 The item can also be used by any character whose alignment corresponds to the nonneutral portion of the item's alignment (in other words, chaotic, evil, good, or lawful). Thus, any chaotic character (CG, CN, CE) can use an item with chaotic neutral alignment.

ITEM COMMUNICATION

Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes. An item with multiple modes of communication can use any of its modes at will.

Table: Epic Item Communication

d%	Communication Mode	Market Price Modifier
01–10	Semiempathy ¹	+1,000 gp
11–35	Empathy ²	+2,000 gp
36–75	Speech ³	+3,000 gp
76–85	Telepathy ⁴	+5,000 gp
86–100	Speech ³ and telepathy ⁴	+8,000 gp

1 The possessor receives some signal (a throb or tingle, for example) when the item's ability functions.
 2 The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.
 3 Speaks Common plus one language per point of Intelligence bonus. Roll d%: 01–05, the item cannot read any languages; 06–75, the item can read any language it can speak (+1,000 gp to market price); 76–90, it can read all languages (+2,000 gp to market price); 91–100, it can read all languages as well as *read magic* (+3,000 gp to market price).
 4 The item can communicate silently with any wielder who has an Intelligence of 1 or higher, regardless of any language barrier.

INTELLIGENT ITEM ABILITIES

Using the number of capabilities determined above, find the item's specific abilities by rolling on the appropriate tables below.

Table: Intelligent Item Primary Abilities

d%	Primary Ability
01–04	Item has 10 ranks in Intuit Direction
05–08	Item has 10 ranks in Sense Motive
09–12	Wielder has free use of Combat Reflexes
13–16	Wielder has free use of Blind-Fight
17–20	Wielder has free use of Improved Initiative
21–24	Wielder has free use of Mobility
25–28	Wielder has free use of Sunder
29–32	Wielder has free use of Expertise
33–39	<i>Detect</i> [opposing alignment] at will
40–42	<i>Find traps</i> at will
43–47	<i>Detect secret doors</i> at will
48–54	<i>Detect magic</i> at will
55–57	Wielder has free use of uncanny dodge (as a 5th-level barbarian)
58–60	Wielder has free use of evasion
61–65	Wielder can use <i>see invisibility</i> at will
66–70	<i>Cure light wounds</i> (1d8+5) on wielder 1/day
71–75	<i>Feather fall</i> on wielder 1/day
76	<i>Locate object</i> in a 120-ft. radius
77	Wielder does not need to sleep
78	Wielder does not need to breathe
79	<i>Jump</i> for 20 minutes on wielder 1/day
80	<i>Spider climb</i> for 20 minutes on wielder 1/day
81–90	Roll twice again on this table
91–100	Roll on Table: Intelligent Item Extraordinary Powers instead

If the same ability is rolled twice or more, the range, frequency, or effectiveness of the power is doubled, tripled, and so on. All abilities function only when the item is held, drawn, or otherwise brandished and the possessor is concentrating on the desired result. Activating a power is a standard action, but using a free feat is not. Feats may be used regardless of prerequisites, but the item still must be held and drawn (or worn, in the case of such items). An intelligent item might activate a power on its own.

Table: Intelligent Item Extraordinary Powers

d%	Extraordinary Power	Uses
01–05	<i>Charm person</i> (DC 11 ¹) on contact	3/day
06–10	<i>Clairaudienceclairvoyance</i> (100-ft. range, 1 minute per use)	3/day
11–15	<i>Magic missile</i> (200-ft. range, 3 missiles)	3/day

16–20	<i>Shield</i> on wielder	3/day
21–25	<i>Detect thoughts</i> (100-ft. range, 1 minute per use)	3/day
26–30	<i>Levitation</i> (wielder only, 10 minute duration)	3/day
31–35	<i>Invisibility</i> (wielder only, up to 30 minutes per use)	3/day
36–40	<i>Fly</i> (30 minutes per use)	2/day
41–45	<i>Lightning bolt</i> (8d6 points of damage, 200-ft. range, DC 13 ¹)	1/day
46–50	<i>Summon monster III</i>	1/day
51–55	<i>Telepathy</i> (100 ft. range)	2/day
56–60	<i>Cat's grace</i> (wielder only)	1/day
61–65	<i>Bull's strength</i> (wielder only)	1/day
66–70	<i>Haste</i> (wielder only, 10 rounds)	1/day
71–73	<i>Telekinesis</i> (250 lb. maximum, 1 minute each use)	2/day
74–76	<i>Heal</i>	1/day
77	<i>Teleport</i> , 600 lb. maximum	1/day
78	<i>Globe of invulnerability</i>	1/day
79	<i>Stoneskin</i> (wielder only, 10 minutes per use)	2/day
80	<i>Feeblemind</i> by touch	2/day
81	<i>True seeing</i>	At will
82	<i>Wall of force</i>	1/day
83	<i>Summon monster VI</i>	1/day
84	<i>Finger of death</i> (100 ft. range, DC 17 ¹)	1/day
85	<i>Passwall</i>	At will
86–90	Roll twice again on this table	—
91–100	Roll again on this table, and then roll for a special purpose on Table: Intelligent Item Purpose	—

1 Choose an ability score of the item (usually the highest) at the time the item is created or randomly generated. Add that ability's bonus to the given DC.

If the same power is rolled twice, the uses per day are doubled. (If *true seeing* or *passwall* is rolled twice, roll again.) Powers function only when the item is drawn and held, and the possessor is concentrating upon the desired effect. Activating a power is a standard action. An intelligent item might activate a power on its own.

Table: Intelligent Item Awesome Powers

d%	Awesome Power	Uses
01–04	<i>Astral projection</i>	1/day
05–08	<i>Bull's strength</i> (wielder only; intensified; +10 enhancement bonus to Strength)	1/day
09–12	<i>Cat's grace</i> (wielder only; intensified; +10 enhancement bonus to Dexterity)	1/day
13–16	<i>Chain lightning</i> (enhanced; 20d6 damage; DC 16 ¹)	1/day
17–20	<i>Dominate monster</i> (DC 19 ¹) on contact	1/day
21–24	<i>Endurance</i> (wielder only; intensified; +10 enhancement bonus to Constitution)	1/day
25–28	<i>Energy drain</i> (DC 19 ¹) on contact	1/day
29–32	<i>Finger of death</i> (heightened to 9th level; DC 19 ¹)	1/day
33–36	<i>Foresight</i> (wielder only)	1/day
37–40	<i>Gate</i>	1/day
41–44	<i>Haste</i> (wielder only; extended; 40-round duration)	3/day
45–48	<i>Improved invisibility</i> (wielder only; extended; 40-minute duration)	2/day
49–52	<i>Mass heal</i> 1/day 53–56 <i>Meteor swarm</i> (DC 19 ¹)	1/day
57–60	<i>Phase door</i> 2/day 61–64 <i>Prismatic sphere</i> (DC 19 ¹)	1/day
65–68	<i>Stoneskin</i> (wielder only; extended; 400-minute duration)	3/day
69–72	<i>Summon monster IX</i> 2 (extended; 40-round duration)	1/day
73–76	<i>Sunburst</i> (heightened to 9th level; DC 19 ¹)	2/day
77–80	<i>Teleport without error</i>	2/day
81–90	Roll twice again on this table	—
91–100	Roll again on this table, and then roll for a special purpose on nonepic magic item Table: Intelligent Item Purpose.	—

1 Choose an ability score of the item (usually the highest) at the time the item is created or randomly generated. Add that ability's bonus to the listed DC.

2 The weapon can only summon monsters whose alignment has no components that oppose the item's alignment.

Unless otherwise stated, all awesome powers function at 20th caster level. If a power is rolled twice, the uses per day are doubled. Powers function only when the item is drawn and held, and the possessor is concentrating upon the desired effect. Activating a power is a standard action. An intelligent item might activate a power on its own.

SPECIAL PURPOSE ITEMS

Purpose

An item's purpose must suit the type and alignment of the item and should always be treated reasonably.

Table: Intelligent Item Purpose

d%	Purpose
01–20	Defeat/slay diametrically opposed alignment ¹
21–30	Defeat/slay arcane spellcasters (including magic-using monsters)
31–40	Defeat/slay divine spellcasters (including divine entities and servitors)
41–50	Defeat/slay nonspellcasters
51–55	Defeat/slay a particular creature type
56–60	Defeat/slay a particular race or kind of creature
61–70	Defend a particular race or kind of creature
71–80	Defeat/slay the servants of a specific deity
81–90	Defend the servants and interests of a specific deity
91–95	Defeat/slay all (other than the item and the wielder)
96–100	Other

1 The purpose of the neutral (N) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (LG, LE, CG, CE).

SPECIAL PURPOSE POWER

A special purpose power operates only when the item is in pursuit of its special purpose. This is always up to the purview of the item. It should always be easy and straightforward to see how the ends justify the means. That is to say that if the player's reasoning for how a particular action serves the item's purpose is not completely believable, the item won't allow it.

Table: Intelligent Item Special Purpose Powers

d%	Special Purpose Power
01–10	<i>Blindness</i> ¹ (DC 17 ²) for 2d6 rounds
11–20	<i>Confusion</i> ¹ (DC 19 ²) for 2d6 rounds
21–25	<i>Fear</i> ¹ (DC 19 ²) for 1d4 rounds
26–55	<i>Hold monster</i> ¹ (DC 19 ²) for 1d4 rounds
56–65	<i>Slay living</i> ¹ (DC 20 ²)
66–75	<i>Disintegrate</i> ¹ (DC 21 ²)
76–80	<i>True resurrection</i> on wielder, one time only
81–100	+4 luck bonus on all saving throws, +4 deflection AC bonus, spell resistance 30

1 This power affects the opponent of the item's wielder on a successful hit unless the opponent makes a Will save at the listed DC.

2 Choose an ability score of the item (usually the highest) at the time the item is created or randomly generated. Add that ability's bonus to the listed DC.

ITEM EGO

Ego is a measure of the total power and force of personality that an item possesses. Only after all aspects of an item have been generated and recorded can its Ego score be determined. Ego is a factor with regard to the dominance of item over character, as detailed below.

Table: Item Ego

Attribute of Item	Ego Points
Each +1 enhancement of item up to +5	1
Each +1 enhancement of item above +5	2
Each +1 bonus of special abilities	1
Each primary ability ¹	1

Each extraordinary power ¹	2
Each awesome power ¹	6
Special purpose	4
Telepathic ability	1
Read languages ability	1
<i>Read magic</i> ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

1 If uses per day are doubled, Ego points are doubled as well.

ITEMS AGAINST CHARACTERS

When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its alignment. If the character who possesses the item is not true to that alignment's goals or the item's special purpose, personality conflict—item against character—results. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item. When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, he or she is dominant. If he or she fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either item or character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following:

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting him or herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.
- That the character carry the item with him or her on all occasions.
- That the character relinquish the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures.

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or his or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily command him or her, or a higher-level possessor so as to better accomplish its goals. All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mislead or distract their host so that he or she ignores or destroys the rival. Of course, alignment might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though they may never successfully control their possessor. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands.

ARTIFACTS

MINOR ARTIFACTS

Minor artifacts are not necessarily unique items, but rather magic items that no longer can be made by common mortal means—even by the hands of epic creators. Such items have no established market price. Below is a selection of known minor artifacts.

Everfull Purse: This leather belt pouch has the power to turn a single gold coin into many overnight. If a single gold piece is placed in the *everfull purse* at sunset, it will be replaced at sunrise by 25 gold pieces. The *purse* has no effect if more than one gold piece is left within, or if anything other than gold is placed within.

Caster Level: 20th; *Weight:* 1/2 lb.

Libram of Gainful Conjuration: This mystic book is of great value to arcane spellcasters of good alignment (LG, NG, CG). Study of the work requires one week. Upon completion, the good arcane caster gains a +1 inherent bonus to the ability score controlling his or her arcane spellcasting ability and experience points sufficient to place him or her halfway into the next level of experience. (If the reader has levels in more than one arcane spellcasting class, he or she must choose one of the classes to be affected.) Nongood arcane spellcasters (LN, N, CN, LE, NE, or CE) are permanently drained of 1d4+1 points of Constitution and must atone (see the *atonement* spell) in order to gain any further experience. Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell). Except as indicated above, the writing in a *libram of gainful conjuration* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level: 19th; *Weight:* 3 lb.

Libram of Ineffable Damnation: This mystic book is of great value to arcane spellcasters of evil alignment (LE, NE, CE). Study of the work requires one week. Upon completion, the evil arcane caster gains a +1 inherent bonus to the ability score controlling his or her arcane spell-casting ability and experience points sufficient to place him or her halfway into the next level of experience. (If the reader has levels in more than one arcane spellcasting class, he or she must choose one of the classes to be affected.) Nonevil arcane spellcasters (LN, N, CN, LG, NG, or CG) are permanently drained of 1d4+1 points of Constitution and must atone (see the *atonement* spell) in order to gain any further experience. Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell). Except as indicated above, the writing in a *libram of ineffable damnation* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level: 19th; *Weight:* 3 lb.

Libram of Silver Magic: This mystic book is of great value to arcane spellcasters of neutral alignment (LN, N, CN). Study of the work requires one week. Upon completion, the neutral arcane caster gains a +1 inherent bonus to the ability score controlling his or her arcane spellcasting ability and experience points sufficient to place him or her halfway into the next level of experience. (If the reader has levels in more than one arcane spellcasting class, he or she must choose one of the classes to be affected.) Evil or good arcane spellcasters (LE, NE, CE, LG, NG, or CG) are permanently drained of 1d4+1 points of Constitution and must atone (see the *atonement* spell) in order to gain any further experience. Anyone incapable of casting arcane spells who reads even a single word of the work must make a Will save (DC 20) or suffer insanity (see the *insanity* spell). Except as indicated above, the writing in a *libram of silver magic* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level: 19th; *Weight:* 3 lb.

Manual of Puissant Skill at Arms: This treatise contains expert advice and instruction in the arts of combat. Any barbarian, fighter, monk, paladin, or ranger who spends one week studying the manual gains a +1 inherent bonus to Strength and experience points sufficient to place him or her halfway into the next level of experience. (If the reader has levels in more than one of the classes listed, he or she must choose one of the classes to be affected.) A character without any levels in one of the classes listed gains no bonus from the work, but if an arcane spellcaster without levels in one of the classes listed scans even a single word he or she will lose 2dx1,000 XP and must make a Will save (DC 20) or have 1 point of Intelligence permanently drained. Except as indicated above, the writing in a *manual of puissant skill at arms* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level: 19th; *Weight:* 3 lb.

Manual of Stealthy Pilfering: This guide to thievery grants any rogue who spends a week studying its lessons a +1 inherent bonus to Dexterity and experience points sufficient to place him or her halfway into the next level of experience. A character without any rogue levels gains no bonus from the work, but if a divine spellcaster without rogue levels scans even a single word she will lose 2dx1,000 XP and must make a Will save (DC 20) or have 1 point of Wisdom permanently drained. Except as indicated above, the writing in a *manual of stealthy pilfering* can't be distinguished from any other book, libram, tome, or so on until perused. Once read, the book vanishes, never to be seen again, nor can the same character ever benefit from reading a similar tome a second time.

Caster Level: 19th; *Weight:* 3 lb.

Rogue's Dice: This pair of cubes appears much like any other pair of typical (6-sided) dice. A character with a pair of *rogue's dice* who wishes to roll them must announce that he or she is rolling the dice (accidental rolls have no effect). Rolling the dice is a standard action, and both dice must be rolled simultaneously to have any effect. The player should roll 2d6 and consult the table below to determine the *dice's* affects.

2d Effect

6

2 Lose 10,000 XP and dice roll again next round

3 Permanently lose 1d4+1 Dex

4	Gain 1d4 negative levels (Fortitude DC 20 to remove)
5	-1 penalty on all attacks, saves, and checks for 1 hour
6	-4 penalty to AC for 10 minutes
7	+1 morale bonus on attacks and on saves against fear for 10 minutes
8	Gain effects of <i>blur</i> for 10 minutes
9	+1 insight bonus on all attacks, saves, and checks for 1 hour
10	Gain effects of <i>freedom of movement</i> for 1 hour
11	Gain one <i>limited wish</i> (must be used within 1 minute)
12	Gain 10,000 XP and may roll again next round

No character can gain any effect from an additional roll of the dice within 24 hours, with two exceptions. If a 2 is rolled, the dice automatically roll themselves at the beginning of the character's next turn and he or she must accept the additional result. If a 12 is rolled, the character may choose to roll again in the next round (if more than 1 full round elapses between the roll of 12 and this bonus roll, the character loses the bonus roll). There is no method (mundane or magical) to predict or influence the result of a roll of *Rogue's dice*. Even powerful divination magic can't predict the outcome of a roll before it is made.

Caster Level: 20th; *Weight:* —.

MAJOR ARTIFACTS

Axe of the Dwarvish Lords: This is a +6 *keen throwing goblinoid bane dwarven waraxe*. Any dwarf who holds it doubles the range of his or her darkvision. Any nondwarf who grasps the Axe takes 2 points of temporary Charisma damage; these points cannot be healed or restored in any way while the Axe is held. The current owner of the Axe gains a +10 bonus on Craft (armorsmithing, blacksmithing, gemcutting, stonemasonry, and weaponsmithing) checks. The wielder of the Axe can summon an elder earth elemental (as *summon monster IX*; duration 20 rounds) once per week.

Codex of the Infinite Planes: The *Codex* is enormous—supposedly, it requires two strong men to lift it. No matter how many pages are turned, another always remains. Anyone opening the *Codex* for the first time is utterly annihilated, as with a *destruction* spell (Fortitude DC 30 for only 10d6 damage). Those who survive can peruse its pages and learn its powers, though not without risk. Each day spent studying the *Codex* allows the reader to make a Spellcraft check (DC 50) to learn one of its powers (choose the power learned randomly; add a +1 circumstance bonus on the check per additional day spent reading until a power is learned). However, each day of study also forces the reader to make a Will save (DC 30 + 1 per day of study) to avoid being driven insane (as the *insanity* spell). The powers of the *Codex of the Infinite Planes* are as follows: *astral projection*, *banishment*, *elemental swarm*, *gate*, *greater planar ally*, *greater planar binding*, *plane shift*, and *soul bind*. Each is usable at will by the owner of the *Codex* (assuming that he or she has learned how to access the power). The *Codex of the Infinite Planes* has a caster level of 30th for the purposes of all powers and catastrophes, and all saving throw DCs are 20 + spell level. Activating any power requires both a Concentration check and a Spellcraft check (DC 40 + twice the spell level of the power; the character can't take 10 on this check). Any failure on either check indicates a catastrophe befalls the user (roll on the table below for the effect). A character can only incur one catastrophe per power use, even if he or she fails both checks.

d%	Catastrophe
01–25	Natural Fury: An <i>earthquake</i> spell centered on the reader strikes every round for 1 minute, and an intensified <i>storm of vengeance</i> spell is centered and targeted on the reader.
26–50	Fiendish Vengeance: A <i>gate</i> opens and 1d3+1 balor demons, pit fiends, or similar evil outsiders immediately step through and attempt to destroy the owner of the <i>Codex</i> .
51–75	Ultimate Imprisonment: Reader's soul is captured (as <i>trap the soul</i> ; no save allowed) in a random gem somewhere on the plane while his or her body is entombed beneath the earth (as <i>imprisonment</i>).
76–100	Death: The reader utters a <i>wail of the banshee</i> and then is subject to a <i>destruction</i> spell. This repeats every round for 10 rounds until the reader is dead.

Cup and Talisman of the Demigod: The *Cup* is a large gem-set golden chalice requiring two hands to lift. It emits light (as the *daylight* spell) at all times and automatically dispels any darkness-based spells whose area it enters. If the cup is filled with holy water (requiring a full gallon), that substance will act as a *potion of cure critical wounds* or a *potion of neutralize poison* (owner's choice) if drunk. This liquid can't be saved or stored in any way. The *Talisman* is a small eight-pointed platinum star hanging from a chain of gold and pearls. The wearer gains a +6 enhancement bonus to Charisma and may cast *remove blindness/deafness*, *remove curse*, and *remove disease* at will. Furthermore, if the *Talisman* is placed within the *Cup* and the *Cup* filled with holy water, that liquid acts as a special elixir of *resurrection* (as the spell). This effect will function only once per month. Any evil or chaotic creature that touches the *Cup* or *Talisman* is struck with a *holy word* (if evil) or *dictum* (if chaotic) spell (or both if the creature is chaotic evil).

Eye of the Orc: This lump of rock has a marquis-cut black sapphire set in its center, making it appear similar to a large eye. If possessed by an orc, it grants a +6 enhancement bonus to Strength and Charisma, and the orc's darkvision range is doubled.

Nonorcs who possess the *Eye* gain a +2 enhancement bonus to Strength but take a -2 penalty to Intelligence and Charisma. Regardless of the owner's race, any weapon wielded by the owner of the *Eye* is considered an *elf bane weapon*. Furthermore, by holding the *Eye* before the character, he or she can perceive things as if he or she had *true seeing* cast upon him or her. This can be activated only once per day but lasts as long as the character concentrates on it (requiring a standard action each round).

Golem Armor: This enormous suit of black iron +10 *full plate armor* increases the wearer's size by one category (to a maximum of Colossal). The wearer gains a +10 enhancement bonus to Strength and is rendered immune to mind-affecting effects, poison, disease, and similar effects. He or she is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. *Golem Armor* is immune to rust attacks. The wearer of *Golem Armor* gains damage reduction 15/adamantine. He or she also cannot regain hit points by any means (mundane or magical) while the armor is worn. It requires 1 hour to don or extract oneself from *Golem Armor*.

Invulnerable Coat: The *Invulnerable Coat* +5 *chain shirt of heavy fortification*. It grants its wearer damage reduction 10/epic and resistance 20 against acid, cold, electricity, fire, and sonic energy. If the wearer can turn undead, treat the wearer as having +4 class levels for purposes of caster level, turning undead, smiting evil, and laying on hands.

Iron Gauntlet of War: The *Gauntlet* grants a +8 enhancement bonus to Strength. The wearer doubles the damage bonus on any smite attacks he or she makes. If the wearer has the Leadership feat, the wearer's Leadership score increases by +4, but the wearer can never attract or keep followers or cohorts who are good or chaotic. Once per day, the wielder can use *implosion* as a 20th-level caster (DC 23). The *Iron Gauntlet of War* is intelligent (Int 13, Wis 18, Cha 24, Ego 26) and lawful evil. It can communicate telepathically with its wearer, though it cannot speak. It will always seek to dominate any wearer who isn't lawful evil, forcing such an owner to commit lawful evil deeds (or else find a more suitable wearer).

Ring of Nine Facets: This ring is set with a gem of nine facets, each one in-scribed with a different incomprehensible rune. Each day at sunrise, the gem turns to display a different facet. The active facet determines the *Ring*'s power for that day. Each day, roll 1d10 to determine which facet (and thus which power) is active.

1d1 Active Facet Power

0

1	Wearer is immune to disease
2	Wearer needs no air to survive
3	Wearer gains +5 natural armor bonus
4	Wearer gains low-light vision
5	Wearer gains fast healing 1
6	Wearer can <i>fly</i> at will
7	Wearer gains cold resistance 30
8	Wearer gains <i>freedom of movement</i>
9	Wearer gains +5 resistance bonus on saving throws
10	Wearer may select which facet is active

The wearer of the *Ring* can, with a great deal of mental exertion, attempt to change the active facet away from one he or she does not desire. This requires a full-round action and a Concentration check (DC 50), and deals 2d6 points of nonlethal damage regardless of success. If the save is successful, the new facet is determined randomly. If the *Ring* is removed, the former wearer takes 2d6 points of nonlethal damage each minute until it is replaced or until his or her nonlethal damage exceeds his or her current hit points (though the nonlethal damage resumes again immediately when the former wearer regains consciousness).

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EPIC MONSTERS (A-E)

ABOMINATION

BUILDING ABOMINATIONS

Abominations are a grouping of the outsider type in the same way that demons are a grouping of the outsider type. The accompanying table indicates the average values an abomination of a given size might have for its basic physical scores. Abominations also share several other characteristics.

Size	Str	Dex	Con	# of HD	Sla m	Bite	Cla w	Gore
Fine	12-13	26-27	12-13	4d8-9d8	—	1d6	1d4	1d4
Diminutive	14-15	24-25	14-15	7d8-13d8	1d4	1d8	1d6	1d6
Tiny	18-19	22-23	16-17	10d8-21d8	1d6	2d6	1d8	1d8
Small	26-27	20-21	20-21	19d8-33d8	1d8	2d8	2d6	2d6
Medium-size	34-35	18-19	24-25	27d8-38d8	2d6	4d6	2d8	2d8
Large	42-43	16-17	28-29	36d8-50d8+	2d8	4d8	4d6	4d6
Huge	50-51	14-15	32-33	47d8-58d8+	4d6	8d6	4d8	4d8
Gargantuan	58-59	12-13	36-37	56d8-70d8+	4d8	8d8	8d6	8d6
Colossal	66-67	10-11	40-41	71d8+	8d6	16d6	8d8	8d8

Abomination Traits

All abominations are born directly (or indirectly) from a god and some lesser creature (or idea), but none are favored, wanted, or loved. Still, they all share a tiny spark of deific energy, which grants them the qualities described in below. (Note: deity rules are used, abominations are rank 0 deities.)

Immunities (Ex): Abominations are immune to polymorphing, petrification, or any form-altering attack. They are not subject to energy drain, ability drain, or ability damage. They are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and are immune to one of five energy types (specific to the abomination).

Resistances (Ex): Abominations have fire resistance 20, cold resistance 20, and damage reduction of at least 10/epic (certain abominations have higher damage reduction). Abominations all have significant spell resistance. Abominations resist detection, and are all treated as if affected by a *nondetection* spell of a caster level equal to the abomination's HD.

Special Qualities (Ex): All abominations have the spell-like ability to use *true seeing* at will. Abominations are not subject to death from massive damage, and they have maximum hit points per Hit Die. Abominations have the blindsight extraordinary ability to a range of 500 feet. Abominations can choose both nonepic and epic feats as part of their feat selection.

Telepathy (Su): Abominations can communicate telepathically with any creature within 1,000 feet that has a language.

Summon Creature (Sp): Abominations can summon creatures associated either with the portfolio of their godly progenitor or with their imprisonment. Summoned creatures serve the abomination without question. Summoned creatures automatically return whence they came after 1 hour, or sooner if slain. See specific abomination entries for additional details on summoning.

Fast Healing and Regeneration: Most abominations have some measure of fast healing and regeneration, ranging from 5 to 55 for both abilities. Usually, higher HD abominations have higher values for fast healing and regeneration, though this is not always the case. If an abomination has regeneration, it is usually subject to normal damage from at least two sources, one of which is the antithesis for their subtype, and the other of which is somehow tied to some unique feature of the abomination.

Natural Armor: All abominations have some degree of natural armor bonus ranging from +10 to +100. Usually, higher HD abominations have higher natural armor bonuses, but this is not always the case.

Spell-Like Abilities: All abominations have access to a variety of spells in the form of spell-like abilities, which they can use as 20th- or higher-level casters, depending on the abomination. No rule governs how many or how few spell-like abilities an abomination may claim.

Unique Abilities: All abominations have at least one or more unique abilities tied to their godly parent's portfolio, or to the manner of their incarceration.

Spell Resistance: As a general rule of thumb, abominations have spell resistance equal to their CR +12.

Abominations speak Abyssal, Celestial, Infernal, and often a language associated with their imprisonment.

ANAXIM

Medium-Size Construct (Extraplanar, Lawful)

Hit Dice:	38d10 (420 hp)
Initiative:	+7 (Dex)
Speed:	60 ft., fly 200 ft. (perfect)
AC:	37 (+7 Dex, +20 natural)
Base Attack/Grapple:	+28/+40
Attack:	Spinning blade +43 (2d6+12/19-20 (plus 1d6 on critical)) or electricity ray +35 ranged touch
Full Attack:	2 spinning blades +43 (2d6+12/19-20 (plus 1d6 on critical)) melee, 2 slams +35 melee (2d6+6), shocking touch +35 melee touch (2d6+6); or electricity ray +35 ranged touch (10d6 electricity), 6 spikes +30 ranged (2d6+12) (120 ft. range increment)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rend 4d6+18, sonic blast, spell-like abilities, summon iron golem
Special Qualities:	Abomination traits, magic immunity, construct traits, fast healing 15, SR 34, damage reduction 10/chaotic and epic and adamantine
Skills:	Climb +53, Jump +65
Feats:	Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (blade), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (blade)
Epic Feats:	Devastating Critical (blade), Epic Toughness, Epic Weapon Focus (blade), Overwhelming Critical (blade)
Saves:	Fort +12, Ref +19, Will +17
Abilities:	Str 35, Dex 25, Con —, Int 10, Wis 20, Cha 20
Climate/Terrain:	Any
Organization:	Solitary, binary (pair), or command line (2–5 anaxims and 5–12 iron golems)
Challenge Rating:	22
Treasure:	Standard
Alignment:	Always lawful neutral
Advancement:	39–48 HD (Large); 49–55 HD (Huge); 56–70 HD (Gargantuan); 71–140 HD (Colossal)

An anaxim's natural weapons are treated as epic and lawful-aligned for the purpose of overcoming damage reduction.

Combat

Sonic Blast (Ex): As a standard action, an anaxim can emit a 60-foot cone of sonic energy that deals 20d6 points of sonic damage to all creatures that fail a Reflex save (DC 29); those that succeed take half damage.

The save DC is Constitution-based.

Rend (Ex): If the anaxim hits with both spinning blades, it slices particularly well. This attack automatically deals an additional 4d6+18 points of damage.

Spell-Like Abilities: At will—*greater dispel magic, displacement* (DC 18), *greater invisibility* (DC 19), *ethereal jaunt*. Caster level 22nd. The save DCs are Charisma-based.

Summon Iron Golem (Sp): An anaxim can summon an iron golem up to four times per day.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Construct Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Cannot heal damage (though regeneration and fast healing still apply, if present). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected. Darkvision 60 ft.

ATROPAL

Large Undead (Evil, Extraplanar, Lawful)

Hit Dice:	66d12 (792 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	5 ft., fly 240 ft. (perfect)
AC:	51 (-1 size, +2 Dex, +40 natural)
Base Attack /Grapple:	+33/+53
Attack:	Touch +49 (2d6 Con drain/19-20) melee touch
Full Attack:	2 touches +49 (2d6 Con drain/19-20) melee touch, eye ray +30 (negative level damage/19-20)

	ranged touch
Space/Reach:	10 ft/10 ft.
Special Attacks:	Constitution drain, energy drain (2d4 negative levels, Fort DC 59), spell-like abilities, <i>summon nightcrawler</i>
Special Qualities:	Abomination traits, undead traits, rebuke/command undead, regeneration 20, SR 42, DR 15/good and epic and silver, negative energy aura
Saves:	Fort +22, Ref +26, Will +43
Abilities:	Str 43, Dex 15, Con -, Int 28, Wis 22, Cha 42
Skills:	Bluff +85, Concentration +85, Diplomacy +97, Hide -2, Jump +1, Intimidate +91, Knowledge (arcana, history, religion, the planes) +78, Listen +77, Search +78, Sense Motive +75, Spellcraft +84, Spot +77
Feats:	Alertness, Cleave, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Critical (touch), Improved Critical (eye ray), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Quicken Spell-Like Ability, Run, Spring Attack, Weapon Focus (touch), Weapon Focus (eye ray), Whirlwind Attack
Epic Feats:	Devastating Critical (touch), Overwhelming Critical (touch), Undead Mastery, Zone of Animation
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	30
Treasure:	Standard
Alignment:	Always lawful evil

Advancement: 67–80 HD (Large); 81–100 HD (Huge)

An atropal's natural weapons are treated as epic, evil, and lawful-aligned for the purpose of overcoming damage reduction.

Combat

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *create greater undead*, *create undead*, *cone of cold*, *desecrate*, *greater dispelling*, *finger of death*, *improved invisibility*, *plane shift*, *slay living*, *speak with dead*, *spectral hand*, *teleport without error*, *unholy aura*; 5/day—*haste*, *project image*, *weird*. Caster level 30th; save DC 26 + spell level.

The save DCs are Charisma-based

Rebuke/Command Undead (Su): Atropals can rebuke or command undead as a cleric with a level equal to the atropal's HD + 6.

Negative Energy Aura (Su): A 30-foot-radius spread negative energy aura spreads from each atropal. All undead in the field (including the atropal) are treated as if having turn resistance +20 and a negative energy version of fast healing 20. Living creatures in the aura are treated as having ten negative levels unless they have some sort of negative energy protection or protection from evil. Creatures with 10 or fewer HD or levels perish (and, at the atropal's option, rise as spectres under the atropal's command 1 minute later).

Constitution Drain (Su): When the atropal hits a living opponent with a touch attack, the opponent takes 5 points of permanent Constitution drain, or 10 points on a critical hit. The atropal heals 20 points of damage, or 40 points on a critical hit, whenever it drains Constitution, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. The attack allows a Fortitude save (DC 59). The DC is Charisma-based.

Energy Drain (Su): When the atropal hits with a ranged touch attack (a ray of darkness that it shoots from one eye to a range of 400 feet), the resultant energy drain bestows four negative levels, or eight negative levels on a critical hit. For each negative level bestowed on an opponent, the atropal heals 10 points of damage, or 20 on a critical hit, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. After 24 hours have passed, the afflicted opponent must attempt a Fortitude save (DC 59) for each negative level. If successful, the negative level goes away with no harm to the creature; otherwise, the creature's level decreases by one. The DC is Charisma-based.

Regeneration (Ex): Atropals take normal damage from good weapons or sentient weapons (or otherwise living weapons).

Summon Nightcrawler (Sp): Five times per day an atropal can summon a nightcrawler.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

CHICHIMEC

Medium-Size Outsider (Air, Evil, Extraplanar)

Hit Dice:	27d8+189 (425 hp)
Initiative:	+7
Speed:	5 ft., fly 200 ft. (perfect)
AC:	39 (+7 Dex, +22 natural)
Base Attack /Grapple:	+27/+39
Attack:	Primary wing buffet +39 (2d6+12) melee
Full Attack:	2 primary wing buffets +39 (2d6+12) melee, 6 secondary wing buffets +37 (1d6+6) melee, tail slam +37 (1d6+6 plus Cha drain) melee
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, summon air elemental, Charisma drain
Special Qualities:	Abomination traits, fast healing 10, SR 33, DR 10/ good and epic, electricity immunity
Saves:	Fort +22, Ref +22, Will +17
Abilities:	Str 34, Dex 25, Con 24, Int 12, Wis 14, Cha 30
Skills:	Diplomacy +14, Hide +37, Intimidate +40, Jump -3, Knowledge (religion) +31, Knowledge (the planes) +31, Listen +34, Move Silently +37, Search +31, Sense Motive +32, Spot +34
Feats:	Alertness, Dodge, Flyby Attack, Improved Bull Rush, Mobility, Multiattack, Power Attack
Epic Feats:	Blinding Speed (x 2), Epic Toughness
Climate/Terrain:	Any
Organization:	Solitary, pair, or flock (6–9)
Challenge Rating:	21
Treasure:	None
Alignment:	Always neutral evil
Advancement:	28–38 HD (Medium-size); 39–50 HD (Large)

An chichimec's natural weapons are treated as epic and evil-aligned for the purpose of overcoming damage reduction.

Combat

Spell-Like Abilities: At will—darkness, telekinesis; 3/day—improved invisibility, control weather, call lightning, lightning bolt, chain lightning, wail of the banshee. Caster level 20th; save DC 20 + spell level. The DC is Charisma-based.

Summon Air Elemental (Sp): Three times per day a chichimec can summon an elder air elemental.

Charisma Drain (Su): This effect permanently reduces a living opponent's Charisma score by 2 points when the chichimec hits with a tail slam, or 4 points on a critical hit. The chichimec heals 10 points of damage, or 20 on a critical hit, whenever it drains Charisma, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. The attack allows a Fortitude save (DC 33)—on a successful save, only 1 point of Charisma is drained and the chichimec heals 5 points of damage. The DC is Charisma-based.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

DREAM LARVA

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	40d8+360 (700 hp)
Initiative:	+3 (Dex)
Speed:	80 ft.; fly 240 ft. (perfect)
AC:	52 (–1 size, +3 Dex, +40 natural)
Base Attack/Grapple:	+40/+60
Attack:	Bite +56 (4d8+16)melee
Full Attack:	Bite +56 (4d8+16) melee, 1 gore +51 (4d6+8) melee, 4 pincers +53 (4d6+8) melee, 4 claws +53 (4d6+8) melee
Space/Reach:	10 ft./10 ft.
Special Attacks:	Worst nightmare, improved grab, sending, spell-like abilities, summon nightwalker
Special Qualities:	Abomination traits, sonic immunity, regeneration 15, fast healing 15, SR 44, DR 15/ Good and Epic or Lawful and Epic
Saves:	Fort +31, Ref +25, Will +29
Abilities:	Str 42, Dex 17, Con 29, Int 16, Wis 24, Cha 36
Skills:	Concentration +52, Craft (dreamweaving) +46, Diplomacy +60, Escape Artist +46, Hide +46, Jump +36, Knowledge (arcana) +46, Listen +50, Move Silently +46, Search +46, Sense Motive

	+50, Spot +50
Feats:	Cleave, Combat Reflexes, Flyby Attack, Great Cleave, Improved Sunder, Power Attack, Quicken Spell-Like Ability, Weapon Focus (pincers), Weapon Focus (gore), Weapon Focus (bite), Weapon Focus (claw)
Epic Feats:	Epic Toughness, Epic Weapon Focus (pincers), Epic Weapon Focus (claw)
Climate/Terrain:	Any
Organization:	Solitary, pair, or solitary plus 1–4 nightwalkers
Challenge Rating:	31
Treasure:	Standard
Alignment:	Always chaotic evil

Advancement: 41–65 HD (Large); 66–84 HD (Huge); 85–110 HD (Gargantuan)
A dream larva's natural weapons are treated as epic, evil, and chaotic-aligned for the purpose of overcoming damage reduction.

Combat

Worst Nightmare (Su): Each time a living creature first views a specific dream larva from a distance of 30 feet or less (or from a scrying effect), the subject sees the image of the most fearsome creature imaginable. This is not an illusion or phantasm; the dream larva truly becomes, for just that instant, the subject's worst nightmare. Even if simultaneously viewed by dozens of different creatures, the dream larva appears differently to each one of them. Creatures immune to fear or mind-affecting effects (or warded by *protection from evil* or *death ward* spells) are immune to worst nightmare; all others must make a Will save (DC 43) or die from the supernatural horror revealed. Survivors (and those resurrected) are immune to the effect from that individual dream larva in the future. The DC is Charisma-based.

Spell-Like Abilities: At will—*fly*, *haste*, *nightmare*, *prismatic spray*; 2/day—*dreamscape*(epic spell). Caster level 31st; save DC 23 + spell level. The DC is Charisma-based.

Improved Grab (Ex): If the dream larva hits with a claw or pincer, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Dream larvae can use improved grab on a creature of any size. The dream larva has the option to conduct the grapple normally, simply use the claw or pincer to hold the opponent, or use sending (see below) on the opponent. Each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold, unless it used sending on the victim.

Sending (Su): Grappled victims may be physically sent into a nightmare, at the dream larva's option, on the dream larva's next action after establishing the grapple. Victims must make a Will save (DC 43) or be apparently swarmed by thousands of worms making up the dream larva's body. The victim is actually cast into a shrieking maelstrom of dream where it can take no actions but observe. The victim physically returns 2d4 rounds later, apparently ejected from the dream larva's body (but appearing even if the dream larva has left or is otherwise absent). The victim of the nightmare has taken 4d6 points of temporary Wisdom damage, but is otherwise free to act on the round it returns. If the victim takes more Wisdom damage than it has points of Wisdom, the extra points are instead treated as temporary Constitution damage. The DC is Charisma-based.

Summon Nightwalker (Sp): Five times per day, a dream larva can summon a nightwalker.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Regeneration (Ex): Dream larvae take normal damage from good or lawful weapons or weapons forged by a sleepwalking weaponmith.

HECATONCHEIRES

Huge Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	52d8+572 (1028 hp)
Initiative:	+10 (+2 Dex, +8 Superior Initiative)
Speed:	100 ft.
AC:	70 (−2 size, +30 natural, +20 insight, +12 armor [+5 half plate])
Base Attack/Grapple:	+52/+80
Attack:	Greatsword +73 (2d6+20/17-20) melee; or boulder +55 (2d8+20/19-20) ranged
Full Attack:	100 greatswords +73 (2d6+20/17-20) melee; or 100 boulders +55 (2d8+20/19-20) ranged
Space/Reach:	15 ft./15 ft.
Special Attacks:	Superior multiweapon fighting, spell-like abilities, summon hecatoncheires
Special Qualities:	Abomination traits, electricity immunity, regeneration 40, fast healing 50, SR 70, DR 20/Good and Epic and Cold Iron
Saves:	Fort +39, Ref +30, Will +27
Abilities:	Str 50, Dex 15, Con 32, Int 10, Wis 8, Cha 24

Skills:	Climb +75, Diplomacy +13, Hide -12, Intimidate +40, Jump +89, Knowledge (history) +33, Listen +104, Search +105, Sense Motive +49, Spot +104, Survival +54
Feats:	Cleave, Combat Reflexes, Great Cleave, Improved Critical (greatsword), Improved Critical (boulder), Improved Initiative, Multidexterity, Multiweapon Fighting, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Focus (boulder)
Epic Feats:	Epic Toughness (x2), Epic Weapon Focus (greatsword), Epic Weapon Focus (boulder), Multiweapon Rend
Climate/Terrain:	Any
Organization:	Solitary or pair
Challenge Rating:	57
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	53–58 HD (Huge); 59–70 HD (Gargantuan); 71–140 HD (Colossal) A hecatoncheires' natural weapons are treated as epic, evil, and chaotic-aligned for the purpose of overcoming damage reduction.
Combat	
Superior Multiweapon Fighting (Ex):	A hecatoncheires fights with a greatsword or a boulder in each hand. The hecatoncheires does not suffer an attack or damage penalty for attacking with one hundred weapons. However, the press of limbs prevents the creature from making iterative attacks with any of its arms, nor can it make more than ten attacks against a Small or smaller creature, fifteen attacks against a Medium-size creature, or twenty attacks against a Large creature in the same action (it can make all its attacks against a Huge or larger creature in one action).
Skills:	A hecatoncheires' fifty heads give it a +50 racial bonus on Listen, Spot, and Search checks.
Spell-Like Abilities:	At will— <i>greater magic weapon, fly, shield</i> . Caster level 50th; save DC 17 + spell level. The DC is Charisma-based.
Summon Hecatoncheires (Sp):	A hecatoncheires can summon one other hecatoncheires once per day, though it is loath to do so because then it will be similarly obligated to answer its sibling's summoning. A summoned hecatoncheires cannot use its summoning power while "summoned."
Abomination Traits:	Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.
Regeneration (Ex):	Hecatoncheires take normal damage from good weapons or weapons tempered with the blood of a deity.

INFERNAL

	Large Outsider (Evil) (Chaotic or Lawful)
Hit Dice:	40d8+360 (680 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	80 ft., fly 240 ft. (perfect)
AC:	50 (+7 Dex, -1 size, +34 natural)
Base Attack/Grapple:	+40/+60
Attack:	+58 claw (4d6+16) melee
Full Attack:	2 claws +58 (4d6+16) melee, 1 bite +52 (4d8+8 +spell suck) melee, 2 wings +50 (2d6+8) melee, 1 tail slam +50 (4d8+8) melee
Space/Reach:	10ft./10 ft.
Special Attacks:	Improved grab, spell suck, learned spell immunity, spell-like abilities, summon fiend
Special Qualities:	Abomination traits, fast healing 15, regeneration 15, SR 38, DR 35/+7
Skills:	Balance +50, Concentration +52, Diplomacy +52, Escape Artist +50, Hide +50, Jump +36, Knowledge (arcana) +49, Knowledge (the planes) +49, Listen +53, Move Silently +50, Search +49, Sense Motive +51, Spellcraft +49, Spot +53, Tumble +50
Feats:	Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (claw)
Epic Feats:	Blinding Speed (x2), Epic Toughness, Epic Weapon Focus (bite), Epic Weapon Focus (claw), Tenacious Magic (<i>greater invisibility</i>), Tenacious Magic (<i>blur</i>)
Saves:	Fort +31, Ref +29, Will +30
Abilities:	Str 43, Dex 25, Con 28, Int 22, Wis 26, Cha 29
Climate/Terrain:	Any
Organization:	Solitary or hell brigade (1 infernal and 1d4 balors, or 1 infernal and 1d4 pit fiends)
Challenge Rating:	26

Treasure:	Standard
Alignment:	Lawful evil or chaotic evil
Advancement:	41–50 HD (Large); 51–56 HD (Huge); 57–72 HD (Gargantuan)
An infernal's natural weapons are treated as epic, evil, and chaotic-aligned or lawful-aligned for the purpose of overcoming damage reduction.	
Combat	
Improved Grab (Ex): If an infernal hits with a claw, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Infernals can use this ability on Large and smaller creatures. The infernal has the option to conduct the grapple normally, or simply use its claw to hold the opponent. Each successful grapple check it makes during successive rounds automatically deals standard claw damage, in addition to automatic spell suck damage.	
Spell Suck (Su): If an infernal bites a foe, the foe loses one of its highest-level prepared spells or one of the spell slots for this day that it has not used. The victim chooses the prepared spell to lose. If the victim has no prepared spells or unused spell slots (either because it has exhausted its spellcasting for the day or because the victim is not a spellcaster), the bite instead deals 2 points of temporary Intelligence damage.	
Learned Spell Immunity (Su): If an infernal is affected by a spell cast by a particular spellcaster, the infernal thereafter becomes immune to that spell when cast by that spellcaster.	
Spell-Like Abilities: At will— <i>animate dead, blasphemy, blur, charm person, create undead, darkness, deeper darkness, desecrate, detect chaos, detect good, detect law, detect magic, fear, fireball, greater dispel magic, hold person, greater invisibility, magic circle against good, major image, produce flame, polymorph, pyrotechnics, read magic, scrying, suggestion, symbol of death, telekinesis, greater teleport</i> (self plus 1,000 pounds), <i>unholy aura, unholy blight, unhallow, wall of fire</i> ; 1/day— <i>fire storm, hellball</i> (epic spell), <i>implosion, meteor swarm</i> . Caster level 26th; save DC 19 + spell level. The DCs are Charisma-based.	
Summon Fiend (Sp): An infernal can summon four balors or four pit fiends per day (lawful infernals summon pit fiends, and chaotic infernals summon balors).	
Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection ; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.	
Regeneration (Ex): Infernals take normal damage from good weapons. Lawful infernals also take normal damage from chaotic weapons, and vice versa.	
<h2>PHAETHON</h2>	
Gargantuan Outsider (Evil, Extraplanar, Fire)	
Hit Dice:	62d8+806 (1,362 hp)
Initiative:	+15 (+7 Dex, +8 Superior Initiative)
Speed:	120 ft., burrow 120 ft.
AC:	47 (-4 size, +7 Dex, +34 natural)
Base Attack/Grapple:	+62/+98
Attack:	pseudopod slam +85 (4d8+24 plus fire damage) melee
Full Attack:	8 pseudopod slams +85 (4d8+24 plus fire damage) melee
Space/Reach:	20 ft./10 ft.
Special Attacks:	Fiery touch, fiery overrun, spell-like abilities, improved grab, swallow whole, <i>summon elder fire elemental</i>
Special Qualities:	Abomination traits, immunity to fire, vulnerability to cold, oozelike immunities, regeneration 25, fast healing 25, SR 46, DR 15/epic lawful and epic
Saves:	Fort +48, Ref +42, Will +43
Abilities:	Str 58, Dex 25, Con 36, Int 8, Wis 18, Cha 39
Skills:	Climb +89, Craft (metalworking, stoneworking) +29, Hide +12, Jump +69, Knowledge (geography) +64, Listen +71, Move Silently +72, Search +64, Spot +71
Feats:	Alertness, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (slam)
Epic Feats:	Blinding Speed (x5), Epic Toughness (x3), Epic Weapon Focus (slam), Epic Will, Superior Initiative
Climate/Terrain:	Any
Organization:	Solitary, or in company of 1–10 elder fire elementals
Challenge Rating:	34
Treasure:	Standard
Alignment:	Always chaotic evil

Advancement:	63–80 HD (Gargantuan); 81–186 HD (Colossal)
A phaethon's natural weapons are treated as epic and evil for the purpose of overcoming damage reduction.	
Combat	
Fiery Touch (Ex): Touching or being touched by a phaethon deals 2d6 points of fire damage.	
Fiery Overrun (Ex): A foe who is successfully overrun by a phaethon is treated as if swallowed whole.	
Improved Grab (Ex): If the phaethon hits with a pseudopod, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Phaethons can use improved grab on a Huge or smaller creature. The phaethon has the option to conduct the grapple normally, simply maintaining a pseudopod hold, or attempting to absorb the opponent by swallowing the foe whole. Each successful grapple check it makes during successive rounds automatically deals the damage listed for the pseudopod.	
Swallow Whole (Ex): The phaethon can absorb opponents it holds with a second successful grapple check after a grab. The opponent must be Huge or smaller. Absorbed creatures take 20d6 points of fire damage and 10d6 points of bludgeoning damage each round they remain inside a phaethon. Victims must make a successful grapple check to "swim" free of the living magma of the phaethon.	
Spell-Like Abilities: At will— <i>fireball, fire storm, delayed blast fireball, flame strike, wall of fire</i> ; 1/day— <i>scrying</i> . Caster level 34th; save DC 24 + spell level.	
Summon Elder Fire Elemental (Sp): Phaethons can summon up to ten elder fire elementals per day.	
Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.	
Oozelike Immunities (Ex): Immune to poison, <i>sleep, paralysis, stunning, polymorphing</i> , and mind-influencing effects; not subject to critical hits or flanking; blind.	
Regeneration (Ex): Phaethons take normal damage from lawful weapons and cold-forged weapons, and double damage from cold or ice weapons.	

PHANE

Large Outsider (Chaotic, Evil, Extraplanar, Incorporeal)

Hit Dice:	36d8+324 (612 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	80 ft., fly 120 ft. (perfect)
AC:	50 (−1 size, +7 Dex, +11 deflection, +23 insight)
Base Attack/Grapple:	+36/—
Attack:	Incorporeal touch +43 (1d6 plus stasis touch) melee
Full Attack:	Incorporeal touch +43 (1d6 plus stasis touch) melee
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, stasis touch, chronal blast, time leach, <i>summon past time duplicate</i>
Special Qualities:	Abomination traits, null time field, time regression, fast healing 15, regeneration 15, SR 37, DR 15/epic, sonic immunity
Saves:	Fort +31, Ref +29, Will +29
Abilities:	Str —, Dex 25, Con 28, Int 24, Wis 16, Cha 33
Skills:	Balance +46, Concentration +48, Diplomacy +50, Hide +42, Jump +20, Knowledge (arcana, religion, the planes) +46, Listen +44, Move Silently +46, Search +46, Sense Motive +42, Spellcraft +46, Spot +44, Swim +39, Tumble +46
Feats:	Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (incorporeal touch)
Epic Feats:	Blinding Speed, Epic Toughness (x2), Epic Will, Spell Stowaway (<i>time stop</i>)
Climate/Terrain:	Any land and underground
Organization:	Solitary or pair
Challenge Rating:	25
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	37–50 HD (Large); 51–65 HD (Huge)

A phanes' natural weapons are treated as epic, evil, and chaotic-aligned for the purpose of overcoming damage reduction.

Combat

Spell-Like Abilities: At will—*detect good, detect magic, improved invisibility* (self only); 5/day—*haste, slow, greater teleport, tongues, trap the soul, true strike, unholy aura*; 2/day—*safe time, time duplicate* (epic spell); 1/day—*time stop*.

Caster level 21st; save DC 21 + spell level. The DC is Charisma-based.

Stasis Touch (Su): As *temporal stasis*, except as an at-will supernatural ability. Caster level 25th; save DC 21 + spell level. The DC is Charisma-based.

Chronal Blast (Su): As a standard action, the phane can make a ranged touch attack against any creature within 100 feet. If it succeeds, the subject is targeted by a spasm of space-time flux, dealing 15d6 points of damage.

Time Leach (Su): For every round of apparent time experienced by the phane, it automatically absorbs the “future” from any creature it has successfully encapsulated in static time via its stasis touch (not its null time field), no matter the distance separating victim and phane, and no matter the number of victims. Of course, to the victim no time passes at all, but each apparent round experienced by the phane ages the victim 1d4 years, at the same time healing the phane of 20 hit points of damage. A victim who is not somehow released from static time by a friend who can cast *dispel magic*, *greater dispel magic*, or some other likely spell, eventually ages to death. Victims killed in this manner automatically fall out of static time as desiccated husks that disintegrate to a fine dust with even the lightest touch. Victims who are released prior to death immediately apply the physical effects of aging, but not the mental effects.

Summon Past Time Duplicate (Sp): Once per day, a phane can summon a duplicate of one its foes stolen from a parallel alternate past. The stolen *time duplicate* has the same stats and possessions as the original, but is treated as if having two negative levels (which simulates a less experienced version of the original). The phane can never summon a past *time duplicate* of a creature with more than 25 HD (add sufficient negative levels to compensate for high foe HD, if necessary). The past *time duplicate*, despite having most of the knowledge of the original, serves the phane loyally like any summoned creature. If the past *time duplicate* is slain, the original is not harmed because the duplicate was pulled from a parallel past. However, the original does not necessarily realize this, and must make a Will save (DC 30) or be shaken for 1d4 rounds after witnessing the death of a duplicate for the first time.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Null Time Field (Ex): Phanes continually generate a 30-foot-radius spread null time field. All creatures and objects in the field, except the phane, must make a Will saving throw (DC 30) each round to take any actions. On a failed save, subjects are stuck in a static time stream until their next round of actions, at which time they must make another saving throw. While a subject is stuck in a static time stream induced by a null time field, the phane can use its static touch on the subject, though in all other ways, the subject is invulnerable to attacks and damage as if in temporal stasis.

Time Regression (Su): If the phane spends an action per round for four rounds, at the end of the 4th round the phane regresses back in time 4 rounds, to the very 1st round it originally began concentrating on time regression. On its second pass through the time stream, it can take completely different actions, based on its knowledge of the future (though if it takes different actions from its first pass through the time stream, the events of the original time stream are also changed).

Regeneration (Ex): Phanes take normal damage from holy and good weapons, and from weapons forged in the future or an alternate reality’s time stream (if any).

XIXECAL

Colossal Outsider (Chaotic, Cold, Evil, Extraplanar)

Hit Dice:	72d8+1,080 (1,676 hp)
Initiative:	+11 (+7 Dex. +4 Improved Initiative)
Speed:	140 ft.
AC:	58 (–8 size, +1 Dex, +55 natural)
Base Attack/Grapple:	+72/+116
Attack:	Claw +95 (2d8+28/19-20) melee
Full Attack:	2 claws +95 (2d8+28/19–20) melee, bite +89 (4d6+14) melee, stamp +89 (4d6+14) melee
Space/Reach:	50 ft./50 ft.
Special Attacks:	Rend 4d8+42, cold, spell-like abilities, breath weapon, <i>summon white dragon</i> , Constitution drain
Special Qualities:	Abomination traits, cold immunity, fire vulnerability, dire winter, fast healing 30, regeneration 30, SR 48, DR 20/good and epic and adamantine
Saves:	Fort +55, Ref +47, Will +39
Abilities:	Str 66, Dex 13, Con 40, Int 12, Wis 8, Cha 34
Skills:	Climb +103, Concentration +90, Hide -9, Jump +28, Knowledge (arcana, religion, the planes) +76, Listen +70, Search +76, Spellcraft +76, Spot +76
Feats:	Alertness, Cleave, Dodge, Great Cleave, Great Fortitude, Improved Critical (claw), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (stomp)

Epic Feats:	Blinding Speed (x4), Devastating Critical (claw), Epic Toughness, Epic Weapon Focus (bite), Epic Weapon Focus (claw), Epic Weapon Focus (stomp), Overwhelming Critical (claw), Spell Stowaway (<i>greater invisibility</i>)
Climate/Terrain:	Any
Organization:	Solitary or in the company of 1d4+1 old white dragons
Challenge Rating:	36
Treasure:	Standard
Alignment:	Always chaotic evil

Advancement: 73–150 HD (Colossal)

A xixecal's natural weapons are treated as epic, evil, and chaotic-aligned for the purpose of overcoming damage reduction.

Combat

Rend (Ex): If the xixecal hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d8+42 points of damage.

Cold (Su): A hit from a xixecal's melee attack induces numbing cold. The opponent must succeed at a Fortitude save (DC 58) or be affected as though by a *slow* spell for 10 rounds. The DC is Charisma-based.

Spell-Like Abilities: At will—*blasphemy*, *cone of cold*, *desecrate*, *greater dispel magic*, *dominate monster*, *hold person*, *greater invisibility*, *unholy aura*, *wall of ice*; 5/day—*haste*, *meteor swarm*. Caster level 36th; save DC 22 + spell level. The DC is Charisma-based.

Breath Weapon (Su): Cone of cold, 300 feet, 3/day, damage 12d6, Fort half DC 61. The DC is Constitution-based.

Summon White Dragon (Sp): Five times per day a xixecal can summon an old white dragon.

Constitution Drain (Su): This effect permanently reduces a living opponent's Constitution score by 4 when the creature hits with a slam, bite, or rend, or twice that amount on a rend or critical hit. The creature heals 20 points of damage (or 40 on a rend or critical hit) whenever it drains Constitution, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. The attack allows a Fortitude save (DC 58). The DC is Charisma-based.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

The standard fire resistance 20 most abominations have is not shared by xixecales

Dire Winter (Su): A xixecal always stands at the center of a permanent *dire winter* (epic spell) spell effect. If dispelled, the effect returns 1 minute later—the only way to permanently remove the effect is to slay the xixecal that generates it.

Regeneration(Ex): Xixecals take normal damage from Lawful weapons, and double damage from burning or fiery weapons.

BEHEMOTH

	Behemoth Eagle	Behemoth Gorilla
	Colossal Outsider (Extraplanar)	Huge Outsider (Extraplanar)
Hit Dice:	21d8+126 (220 hp)	21d8+252 (366 hp)
Initiative:	+20 (+12 Dex, +8 Superior Initiative)	+12 (+8 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 160 ft. (poor)	60 ft., climb 30 ft.
AC:	24 (+12 Dex, -8 size, +10 natural)	38 (+8 Dex, -2 size, +22 natural)
Base Attack/Grapple:	+21/+44	+21/+39
Attack:	Claw +25 (5d10+7) melee	Claw +29 (4d8+10) melee
Full Attack:	2 claws +25 (5d10+7) melee, bite +20 (4d12+3) melee	2 claws +29 (4d8+10) melee, bite +24 (3d10+5) melee
Space/Reach:	30ft./20 ft.	20 ft./20 ft.
Special Attacks:	—	Rend 8d8+20
Special Qualities:	Evasion, SR 30	Scent, SR 30
Saves:	Fort +18, Ref +24, Will +16	Fort +24, Ref +20, Will +16
Abilities:	Str 25, Dex 34, Con 23 Int 17, Wis 19, Cha 16	Str 31, Dex 26, Con 35 Int 6, Wis 15, Cha 12
Skills:	Diplomacy +27, Jump +3, Knowledge (geography, history, nature, religion, the planes) +27, Listen +30, Search +27, Sense Motive +28, Spot +41, Survival +28	Balance +32, Climb +42, Intimidate +25, Jump +34, Move Silently +32, Spot +26
Feats:	Alertness, Endurance, Flyby Attack, Improved Initiative, Iron Will, Skill Focus (spot), Weapon Finesse	Dodge, Endurance, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack
Epic Feats:	Superior Initiative	Epic Toughness

Climate/Terrain:	Any forest, hill, mountains, and plains	Warm forest and warm mountains
Organization:	Solitary or pair	Solitary or company (5–8)
Challenge Rating:	18	19
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	21–42 HD (Colossal)	22–42 HD (Huge)

BEHEMOTH EAGLE

Skills: *A behemoth eagle receives a +8 racial bonus on Spot checks.

Carrying Capacity: A light load for a behemoth eagle is up to 2,400 pounds; a medium load, 2,401–4,800 pounds; and a heavy load, 4,801–7,200 pounds.

BEHEMOTH GORILLA

Combat

Rend (Ex): A behemoth gorilla that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 8d8+20 points of damage.

BRACHYURUS

Large Magical Beast

Hit Dice:	38d10+684 (893 hp)
Initiative:	+18 (+14 Dex, +4 Improved Initiative)
Speed:	80 ft.
AC:	40 (+14 Dex, –1 size, +17 natural)
Base Attack/Grapple:	+38/+52
Attack:	Claw +48 (2d6+10/19–20) melee
Full Attack:	2 claws +48 (2d6+10/19–20) melee, 1 bite +46 (3d6+5/19–20) melee
Space/Reach:	10 ft./5 ft.
Special Attacks:	Frightful howl, savage 15d6+25
Special Qualities:	Blindsight 240 ft., DR 10/epic, dark-vision 60 ft., fast healing 10, lowlight vision, SR 32, scent, acid, cold, electricity, fire, and sonic resistance 20
Saves:	Fort +41, Ref +35, Will +25
Abilities:	Str 30, Dex 38, Con 47, Int 18, Wis 32, Cha 19
Skills:	Hide +55, Jump +51, Listen +54, Move Silently +55, Spot +54, Survival +52
Feats:	Alertness, Great Fortitude, Improved Bull Rush, Improved Critical (claw), Improved Critical (bite), Improved Initiative, Improved Trip, Iron Will, Multiattack, Weapon Focus (claw), Weapon Focus (bite)
Epic Feats:	Blinding Speed (x2)
Climate/Terrain:	Any
Organization:	Solitary, pair, or pack (5–10).
Challenge Rating:	23
Treasure:	Standard
Alignment:	Usually lawful neutral
Advancement:	39–48 HD (Large); 49–58 HD (Huge); 59–66 HD (Gargantuan); 67–135 HD (Colossal)

COMBAT

Frightful Howl (Su): As a standard action, a brachyurus can emit a howl in a 60-foot-radius spread that affects opponents with fewer Hit Dice or levels than the brachyurus has. The affected creature must make a successful Will save (DC 33) or become shaken. Success indicates that the target is immune to that brachyurus's frightful howl for one day. The DC is Charisma-based.

Savage (Ex): If a brachyurus successfully trips an opponent, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 15d6+25 points of damage. If an opponent goes prone for any reason in an area a brachyurus threatens, the brachyurus can also savage the victim as a free action (treat as the brachyurus's attack of opportunity for the round), even though it had nothing to do with tripping the foe.

COLOSSUS

Construct Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Cannot heal damage (though regeneration and fast healing still apply, if present). Not subject

to critical hits, subdual damage, ability damage, ability drain, or energy drain. Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected. Darkvision 60 ft.

Magic Immunity (Ex): A colossus completely resists most magical and supernatural effects, except where otherwise noted below.

Antimagic Field (Ex): A colossus constantly generates an antimagic field in a 100-foot-radius. The field is an invisible barrier that is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines, except for the colossus's own supernatural abilities. This effect is otherwise as an *antimagic* field cast by a 25th-level caster.

A colossus's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Construction

The construction cost given for each colossus takes into account the physical body and all the materials and spell components that are consumed or become a permanent part of it. Except for the much tougher requirements, constructing a colossus is not unlike constructing a golem.

	Stone Colossus	Flesh Colossus	Iron Colossus
	Colossal Construct	Colossal Construct	Colossal Construct
Hit Dice:	64d10 (432 hp)	100d10 (630 hp) or as controlling spirit	96d10 (603 hp)
Initiative:	-3 (Dex)	+2 (-2 Dex, +4 Improved)	-2 (Dex) Initiative
Speed:	40 ft. (can't run)	40 ft. (can't run)	50 ft. (can't run)
AC:	44 (-8 size, -3 Dex, +45 natural)	45 (-8 size, -2 Dex, +25 natural, +20 profane)	60 (-8 size, -2 Dex, +60 natural)
Base Attack/Grapple:	+48/+94	+75/+103	+72/+123
Attack:	Slam +70 (8d6+30) melee	Colossal club +79 (6d6+18) melee or slam +79 (4d6+12) melee or thrown object (weighing 10 tons or less) +65 (4d6+12) ranged	Slam +99 (12d6+35) melee
Full Attack:	2 slams +70 (8d6+30) melee	Colossal club +79 (6d6+18) melee or 2 slams +79 (4d6+12) melee or thrown object (weighing 10 tons or less) +65 (4d6+12) ranged	2 slams +99 (12d6+35) melee
Space/Reach:	30 ft./30 ft.	30 ft./30 ft.	30 ft./30 ft.
Special Attacks:	Shatter	Frightful presence, horrific appearance, stomp, stench	Breath weapon
Special Qualities:	Construct traits, magic immunity, antimagic field, DR 10/Epic and adamantine	Construct traits, magic immunity, DR 15/Epic and adamantine, negative energy affinity	Construct traits, magic immunity, antimagic field, rustproof, DR 20/Epic and adamantine
Saves:	Fort +21, Ref +18, Will +21	Fort +33, Ref +31, Will +33	Fort +32, Ref +30, Will +33
Abilities:	Str 70, Dex 5, Con -, Int 7, Wis 10, Cha 1	Str 35, Dex 6, Con -, Int 1 or as controlling spirit, Wis 11 or as controlling spirit, Cha 1 or as controlling spirit	Str 80, Dex 7, Con —, Int 9, Wis 12, Cha 1
Skills:	Jump +34	Jump +16 or as controlling spirit	Jump +43
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	24	27	33
Treasure:	None	None	None
Alignment:	Usually neutral	Neutral evil or neutral	Usually neutral
Advancement:	65–192 HD (Colossal)	None (abilities may vary)	97–288 HD (Colossal)

by level of possessing
spirit)

STONE COLOSSUS

A stone colossus cannot speak or make any vocal noise.

Combat

Shatter (Su): A stone colossus can use *shatter*(DC 7) as a free action once every 2 rounds against an opponent's weapon or other item as a 24th-level caster. The DC is Charisma-based.

Magic Immunity (Ex): A stone colossus is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 1 round, with no saving throw, while *transmute mud to rock* heals all its lost hit points. A *stone to flesh* spell has no effect on a stone colossus.

Construction

A stone colossus's body is chiseled from a single block of hard stone, such as granite, weighing at least 375,000 pounds. The colossus costs 760,000 gp to create, which includes 100,000 gp for the body. Assembling the body requires a successful Craft (sculpting) or Craft (masonry) check (DC 37). The creator must be 25th level and able to cast epic spells. Completing the ritual drains 30,600 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, and *shatter*.

FLESH COLOSSUS

A flesh colossus knows all languages spoken in life by the ghost who acts as its controlling spirit. When the controlling spirit is suppressed, it mutters in all the tongues spoken by its component corpses.

Combat

Frightful Presence (Ex): All who come within a mile of the flesh colossus must make Will saves (DC 55). Those who make their saves are shaken. Those who fail by 20 points or less are frightened. Those who fail by 21 to 40 points are panicked.

Those who fail by 41 points or more are cowering. The DC is Charisma-based.

Horrific Appearance (Su): Once per day, the controlling spirit within a flesh colossus may draw upon the negative energy latent in the construct to transform its countenance into a horrible leering visage: All within 300 feet who see this must make a Fortitude save (DC 55) or take 2d4 points of temporary Strength, Dexterity, and Constitution damage. The DC is Charisma-based.

Stomp (Ex): As a full-round action, a flesh colossus may stomp upon any adjacent foe (that is, any within the area it threatens). Its attack roll modifier for this special attack is +65 (+75 base, -2 Dex, -8 size). If successful, the stomp deals double damage (8d6 +24) and pins the victim until the colossus chooses to release him or her.

Stench (Ex): All creatures with a sense of smell who come within 300 feet of the construct must make a Fortitude save (DC 60) or be nauseated (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention, except for a single move or move-equivalent action per round). Those who succeed on their saves take a -4 circumstance penalty on all attack rolls, saving throws, and skill checks for the next 2d6+4 minutes. The DC is Constitution-based.

Magic Immunity (Ex): A flesh colossus is immune to all magical and supernatural effects except those that use negative energy (see below).

Negative Energy Affinity (Su): Any negative energy spell targeted at the colossus repairs damage taken by the colossus at the rate of 1d10 hit points per level of the spell.

Construction

Only a master necromancer of surpassing power can create a flesh colossus. The bodies of not less than three hundred previously animated Medium-size humanoid creatures must be stripped of their flesh and the bones, which are then rendered in two great vats. The resulting semiliquid bone-paste is then cast into a new articulated skeleton of great size, to which the rendered flesh is applied like wet clay to shape the figure. Finally, the necromancer must bind a ghost of at least 10 HD (the more powerful the better) into the colossus to act as its controlling spirit. Without the controlling spirit, the colossus is just an oversized zombie; with it, it functions as a golem of great size and repugnant appearance. If no ghost is available, the necromancer may occupy the colossus himself by casting *magic jar*. The colossus costs 760,000 gp to create, which includes 100,000 gp for the body. Assembling the body takes no great skill, and many flesh colossi reveal that fact in their uncouth forms. The creator must be 29th level and able to cast epic spells. Completing the ritual drains 30,600 XP from the creator and requires *magic jar*, *limited wish*, *polymorph any object*, and *finger of death*.

IRON COLOSSUS

Breath Weapon (Su): Cone of poisonous gas, 80 feet, as a free action every 1d4 rounds, initial damage 3d6 temporary Con, secondary damage 2d6 temporary Con, Fort half (DC 58). The DC is Constitution-based.

Magic Immunity (Ex): An iron colossus is immune to all magical and supernatural effects, except as follows. An electricity effect restores 1 hit point to the iron colossus for each 3 points of damage it would otherwise deal.

Rustproof (Ex): An iron colossus is not affected by rust attacks, unlike smaller iron golems.

Construction

An iron colossus's body is sculpted from 150,000 pounds of pure iron. The colossus costs 1,000,000 gp to create, which includes 100,500 gp for the body. Assembling the body requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 42). The creator must be 35th level and able to cast epic spells. Completing the ritual drains

50,000 XP from the creator and requires *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*.

DEMILICH

Diminutive Undead

Hit Dice:	21d12 (130 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	Fly 180 ft. (perfect)
AC:	51 (+4 size, +3 Dex, +5 natural armor, +8 bracers of armor, +2 ring of protection, +21 insight)
Base Attack/Grapple:	+10/-2
Attack:	Touch +35 (10d6+20 plus paralyzing touch) melee
Full Attack:	Touch +35 (10d6+20 plus paralyzing touch) melee
Space/Reach:	1 ft./0 ft.
Special Attacks:	Trap the soul, fear aura, paralyzing touch, 21st-level wizard spellcaster, Perfect Automatic Still Spell, spell-like abilities
Special Qualities:	Magic immunity, phylactery transference, turn resistance +20, DR 15/Epic and bludgeoning, undead traits, acid resistance 20, fire resistance 20, sonic resistance 20, immune to cold, electricity, polymorph, and mind-affecting attacks.
Saves:	Fort +10, Ref +12, Will +17
Abilities:	Str 10, Dex 16 (with <i>gloves</i>), Con -, Int 39 (with <i>headband</i>), Wis 24, Cha 20
Skills:	Concentration +25, Craft (alchemy) +34, Hide +35, Knowledge (arcana, religion, the planes) +34, Knowledge (history) +26, Listen +27, Move Silently +23, Search +34, Sense Motive +27, Spellcraft +36, Spot +27
Feats:	Brew Potion, Combat Casting, Craft Wondrous Item, Enlarge Spell, Heighten Spell, Improved Initiative, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Penetration, Toughness
Epic Feats:	Automatic Quicken Spell, Blinding Speed, Improved Spell Capacity (10th), Tenacious Magic (any)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	29
Treasure:	Standard
Alignment:	Neutral evil

Advancement: By character class

Demiliches speak the languages they knew as liches and as living creatures.

A demilich's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Combat

Trap the Soul (Su): A demilich can trap the souls of up to eight living creatures per day. To use this power, it selects any target it can see within 300 feet. The target is allowed a Fortitude saving throw (DC 36). If the target makes its saving throw, it gains four negative levels (this does not count as a use of trap the soul). If the target fails its save, the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into the demilich's form. The gem gleams for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and molders in a single round, reduced to dust. If left to its own devices, the demilich slowly devours the soul over 24 hours—at the end of that time the soul is completely absorbed, and the victim is forever gone. If the demilich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of either *resurrection*, *true resurrection*, *clone*, or *miracle*. A potential victim protected by a *death ward* spell is not immune to trap the soul, but receives a +5 bonus on its Fortitude saving throw and is effective against the level loss on a successful save. The DC is Charisma-based.

Fear Aura (Su): Demiliches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the demilich must succeed at a Will save (DC 19) or be affected as though by *fear* as cast by a 21st-level caster. The DC is Charisma-based.

Paralyzing Touch (Su): Any living creature a demilich touches must succeed at a Fortitude save (DC 36) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a demilich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive.

Spells: The demilich can cast any spells it could cast as a lich. This sample demilich was a 21st-level wizard (spells per day: 4/12/8/7/7/7/7/6/6/3). The last three spell slots are 10th-level slots and available for 0–9th level metamagic spells.

Perfect Automatic Still Spell (Ex): A demilich can cast all the spells it knows without gestures.

Spell-Like Abilities: At will—*alter self*, *astral projection*, *create greater undead*, *create undead*, *death knell*, *enervation*, *greater dispel magic*, *harm* (usually used to heal itself), *summon monster I–IX*, *telekinesis*, *weird*; 2/day—*greater planar ally*. Demiliches use these abilities as casters of a level equal to their spellcaster level, but the save DCs are all 36. The DC is Charisma-based.

Magic Immunity (Ex): Demiliches are immune to all magical and supernatural effects, except as follows. A *shatter* spell affects a demilich as if it were a crystalline creature, but deals half the damage normally indicated. A *dispel evil* spell deals 3d6 points of damage (Fort save for half damage). *Holy smite* spells affect demiliches normally.

Phylactery Transference (Su): Headbands, belts, rings, cloaks, and other wearable items kept in close association with the demilich's phylactery transfer all their benefits to the demilich no matter how far apart the demilich and the phylactery are located. The standard limits on types of items utilized simultaneously still apply. The sample demilich "wears" *bracers of armor +8*, *headband of intellect +6*, *pink Ioun stone*, *ring of wizardry I*, *ring of protection +2*, and *gloves of Dexterity +2*.

Undead Traits: Immune to poison, sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Immunities (Ex): Demiliches are immune to cold, electricity, polymorph, and mind-affecting attacks.

CREATING A DEMILICH

"Demilich" is a template that can be added to any lich. It uses all the lich's statistics and special abilities except as noted here. A demilich's form is concentrated into a single portion of its original body, usually its skull. Part of the process of becoming a demilich includes the incorporation of costly gems into the retained body part; see Creating Soul Gems, below.

Size: Medium-size and Large liches become Diminutive demiliches, Huge liches become Small demiliches, Gargantuan liches become Medium-size demiliches, and Colossal liches become Large demiliches.

Hit Dice: As lich.

Speed: Replace with fly 180 ft. (perfect) or the lich's supernatural (not natural) fly speed, whichever is better.

AC: The demilich retains the lich's +5 natural armor bonus and gains an insight bonus equal to AC equal to its Hit Dice, as well as a probable size adjustment to AC.

Attack: The demilich gains an insight bonus equal to its Hit Dice as a bonus on its touch attacks.

Damage: The demilich gains an enhanced touch attack over that of its previous lich form (it now uses its entire flying skull to make the touch attack), including paralyzing touch. The demilich's touch attack uses negative energy to deal 10d6+20 points of damage to living creatures (no saving throw). Liches with other natural attacks lose them.

Special Attacks: The demilich retains all the lich's special attacks and also gains those described below.

Trap the Soul (Su): A demilich can trap the souls of up to eight living creatures per day. To use this power, it selects any target it can see within 300 feet. The target is allowed a Fort saving throw (DC 10 + demilich's HD + demilich's Cha modifier). If the target makes its saving throw, it gains four negative levels (this does not count as a use of trap the soul). If the target fails its save, the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into the demilich's form. The gem gleams wickedly for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and molders in a single round, reduced to dust. If left to its own devices, the demilich slowly devours the soul over 24 hours—at the end of that time the soul is completely absorbed, and the victim is forever gone. If the demilich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of either *resurrection*, *true resurrection*, *clone*, or *miracle*. If the demilich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of either *resurrection*, *true resurrection*, *clone*, or *miracle*. A potential victim protected by a *death ward* spell is not immune to trap the soul, but receives a +5 bonus on its Fortitude saving throw and is effective against the level loss on a successful save.

Fear Aura (Su): Demiliches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the demilich must succeed at a Will save (DC 14 + demilich's Cha modifier) or be affected as though by *fear* as cast by a 21st-level caster.

Paralyzing Touch (Su): Any living creature a demilich touches must succeed at a Fortitude save (DC 10 + demilich's HD + demilich's Cha modifier) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a demilich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive.

Spells: The demilich can cast any spells it could cast as a lich.

Perfect Automatic Still Spell: The demilich can cast all the spells it knows without gestures.

Spell-Like Abilities: At will—*alter self*, *astral projection*, *create greater undead*, *create undead*, *death knell*, *enervation*, *greater dispel magic*, *harm* (usually used to heal itself), *summon monster I–IX*, *telekinesis*, and *weird*; 2/day—*greater planar ally*. Demiliches use these abilities as casters of a level equal to their spellcaster level, but the save DCs are equal to 10 + the demilich's HD + the demilich's Charisma modifier.

Special Qualities: The demilich retains all the lich's special qualities and also has those described below.

Magic Immunity (Ex): Demiliches are immune to all magical and supernatural effects, except as follows. A *shatter* spell affects a demilich as if it were a crystalline creature, but deals half the damage normally indicated. A *dispel evil* spell deals 3d6 points of damage (Fort save for half damage). *Holy smite* spells affect demiliches normally.

Phylactery Transference (Su): Headbands, belts, rings, cloaks, and other wearable items kept in close association with the demilich's phylactery transfer all their benefits to the demilich no matter how far apart the demilich and the phylactery are located. The standard limits on types of items utilized simultaneously still apply.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Immunities (Ex): Demiliches are immune to cold, electricity, polymorph, and mind-affecting attacks.

Turn Resistance (Ex): A demilich has turn resistance +20.

Damage Reduction (Su): A demilich loses any previous damage reduction and instead has damage reduction 15/Epic and bludgeoning (15 points of damage is subtracted from all melee attacks unless the weapon used is both an epic and a bludgeoning weapon). Vorpal weapons, no matter their enhancement bonus, ignore this damage reduction but do only half damage to a demilich (demiliches cannot be beheaded).

Resistances (Ex): Demiliches have acid resistance 20, fire resistance 20, and sonic resistance 20.

Saves: Same as the lich.

Abilities: A demilich gains +10 to Intelligence, Wisdom, and Charisma.

Skills: Demiliches receive a +20 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Otherwise same as the lich (this overlaps with the previous racial bonus gained by the lich; it does not stack).

Feats: Same as the lich.

Epic Feats: Demiliches gain the feats Blinding Speed, Tenacious Magic, and Automatic Quicken Spell.

Climate/Terrain: Same as the lich.

Organization: Solitary or consistory (1 demilich and 3–6 liches).

Challenge Rating: Same as the lich + 6.

Treasure: Same as the lich.

Alignment: Any evil.

Advancement: By character class.

DEMILICH CHARACTERS

The process of becoming a demilich can be undertaken only by a lich acting of its own free will. The demilich retains all class abilities it had as a lich.

CREATING SOUL GEMS

Liches have phylacteries that allow them to reappear 1d10 days after their apparent death, as do demiliches. Demiliches also have eight soul gems, each of which acts like a phylactery in its own right. If all the soul gems, as well as the demilich's phylactery, are not destroyed after a demilich is downed, the demilich reappears 1d10 days after its apparent death. The soul gems also allow the demilich to use its most devastating ability, trap the soul (see above). Each demilich must make its own soul gems, which requires the Craft Wondrous Item feat. The lich must be a sorcerer, wizard, or cleric of at least 21st level. Each soul gem costs 120,000 gp and 4,800 XP to create and has a caster level equal to that of its creator at the time of creation. Soul gems appear as egg-shaped gems of wondrous quality. They are always incorporated directly into the concentrated form of the demilich.

DEVASTATION VERMIN

Vermin Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

	Devastation Centipede	Devastation Spider
Hit Dice:	128d8+1,152 (1,728 hp)	128d8+1,280 (1,856 hp)
Initiative:	+13 (Dex)	+14 (Dex)
Speed:	80 ft.	60 ft., climb 40 ft. (80 ft., climb 40 ft.)
AC:	55 (−8 size, +13 Dex, +40 natural)	58 (−8 size, +14 Dex, +42 natural)
Base Attack/ Grapple:	+96/+128	+96/+125
Attack:	Bite +99 (20d10+16 plus poison) melee	Bite +101 (18d10+19 plus poison) melee
Full Attack:	Bite +99 (20d10+16 plus poison) melee	Bite +101 (18d10+19 plus poison) melee
Space/Reach:	50 ft./40 ft.	50 ft./40 ft.

Special Attacks:	Poison	Poison
Special Qualities:	Darkvision 300 ft., SR 50, DR 10/–	Darkvision 300 ft., SR 50, DR 10/–
Saves:	Fort +75, Ref +55, Will +42	Fort +76, Ref +56, Will +42
Abilities:	Str 33, Dex 37, Con 29, Int –, Wis 10, Cha 2	Str 37, Dex 39, Con 30, Int –, Wis 10, Cha 2
Skills:	Climb +19, Hide +1, Jump +31, Spot +8	Climb +21, Hide +2 (-2), Jump +25 (+39), Move Silently +14, Spot +8 (+12)
Climate/Terrain:	Any land	Any land
Organization:	Solitary or cluster (2–5)	Solitary or cluster (2–5)
Challenge Rating:	39	41
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	None	None

	Devastation Scorpion	Devastation Beetle
	Colossal Vermin	Colossal Vermin
Hit Dice:	128d8+1,408 (1,984 hp)	128d8+2,304 (2,880 hp)
Initiative:	+12 (Dex)	+10 (Dex)
Speed:	100 ft.	70 ft.
AC:	60 (–8 size, +12 Dex, +46 natural)	72 (–8 size, +10 Dex, +60 natural)
Attacks:	2 claws +102 melee, sting +97 melee	Bite +104 melee
Damage:	Claw 10d10+14, sting 8d10+7 plus poison	Bite 25d10+24
Space/Reach:	50 ft./40 ft.	50 ft./40 ft.
Special Attacks:	Improved grab, squeeze, poison	Trample 30d10+24, acid cloud
Special Qualities:	Darkvision 300 ft., SR 50, DR 15/–	Darkvision 300 ft., SR 60, DR 20/–
Saves:	Fort +77, Ref +54, Will +42	Fort +84, Ref +52, Will +42
Abilities:	Str 38, Dex 35, Con 32, Int –, Wis 10, Cha 2	Str 42, Dex 31, Con 46, Int –, Wis 10, Cha 9
Skills:	Climb +22, Hide +4, Jump +42, Spot +8	Jump +31, Listen +0, Spot +0
Climate/Terrain:	Any land	Any land
Organization:	Solitary or cluster (2–5)	Solitary or cluster (2–5)
Challenge Rating:	42	50
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	None	None

DEVASTATION CENTIPEDE

Poison (Ex): Bite, Fort save (DC 93); initial and secondary damage 2d12 temporary Dex.

Skills: Devastation centipedes receive a +8 racial bonus on Climb, Hide, and Spot checks.

DEVASTATION SPIDER

Poison (Ex): Bite, Fort save (DC 94); initial and secondary damage 2d12 temporary Con.

Web (Ex): A single web strand is strong enough to support the spider and one creature of Gargantuan size. Web-spinning devastation spiders can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 150 feet, with a range increment of 30 feet, and is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 38) or burst it with a Strength check (DC 44). Both are standard actions. Web-spinning spiders often create sheets of sticky webbing about 1,000 feet square. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) 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 24 hit points, and sheet webs have damage reduction 20/fire. A devastation spider can move across its own sheet web at its climb speed and can determine the exact location of any creature caught in the web.

Skills: Web-spinning devastation spiders receive a +4 racial bonus on Hide and Spot checks. Hunting spiders receive a +6 racial bonus on Jump checks and a +8 racial bonus on Spot checks (using the modifiers given in parentheses). *All devastation spiders gain a +8 competence bonus on Hide and Move Silently checks when using their webs.

DEVASTATION SCORPION

Improved Grab (Ex): To use this ability, the devastation scorpion must hit with its claw attack. If it gets a hold, it hangs on and squeezes.

Squeeze (Ex): A devastation scorpion that gets a hold on a Gargantuan or smaller opponent automatically deals damage with both claws and its sting.

Poison (Ex): Sting, Fort save (DC 95); initial and secondary damage 2d12 temporary Str.

Skills: Devastation scorpions receive a +4 racial bonus on Climb, Hide, and Spot checks.

DEVASTATION BEETLE

Trample (Ex): A devastation beetle can trample Gargantuan and smaller creatures for 30d10+24 points of damage.

Opponents who do not make attacks of opportunity against the devastation beetle can attempt a Reflex save (DC 90) to halve the damage.

Acid Cloud (Ex): A devastation beetle exudes a constant vapor that radiates outward in every direction for 60 feet. This vapor deals 6d6 points of acid damage each round to anyone caught in the cloud.

DRAGON, ADVANCED

The standard advancement rules allow dragons theoretically infinite progression even beyond the stage of great wyrm. The following rules let dragons improve more than their Hit Dice as they progress to epic heights of power.

Age Category: A standard dragon gains one “virtual age category” for every 3 Hit Dice it gains beyond the great wyrm stage. Abilities that function once per day per age category or otherwise use the dragon’s age category as part of a calculation use this adjusted number. Epic dragons gain one age category per 5 Hit Dice beyond great wyrm.

Size: One important element of dragon advancement is increasing size. The dragons that don’t reach Colossal size by the great wyrm stage can never reach it according to the standard advancement rules. When advancing a dragon, consider its basic size group: lesser (white, black, brass, and copper dragons), ordinary (green, blue, and bronze dragons), greater (silver, red, and gold), or epic (force and prismatic). A dragon that is Tiny as a wyrmling is in the lesser group, a dragon that is Small as a wyrmling and never reaches Colossal size is in the ordinary group, and a dragon that is Small to Large as a wyrmling and reaches Colossal by the great wyrm stage is in the greater group. A lesser dragon becomes Colossal when it gains two age categories (6 Hit Dice) beyond great wyrm. It increases to Colossal+ when it gains an additional four age categories (12 HD). An ordinary dragon becomes Colossal when it gains one age category (3 Hit Dice) beyond great wyrm. It increases to Colossal+ when it gains an additional four age categories (12 HD). A greater dragon becomes Colossal+ when it gains four age categories (12 HD) more than it needed to reach the Colossal size.

Epic dragons, already Colossal+ by the time they reach the great wyrm stage, do not increase in size thereafter. Use the information presented under the epic dragon entry, below, to determine the statistics of a Colossal+ dragon.

Armor Class: A dragon’s natural armor bonus increases by +1 for every Hit Die it gains beyond the great wyrm stage. (This rule applies for lesser dragon advancement as well, since natural armor and Hit Dice always increase at the same rate.)

Breath Weapon: If a dragon’s breath weapon deals damage, the damage typically increases by 2 dice for every virtual age category the dragon gains. The two exceptions among standard dragons are the brass and white dragons, whose breath weapon damage increases by only 1 die per age category. The saving throw DC against a dragon’s breath weapon remains $10 + 1/2 \text{ the dragon's Hit Dice} + \text{its Constitution modifier}$.

Spell Resistance: For standard advanced dragons, spell resistance increases by 2 per additional age category. For epic dragons, spell resistance increases by 3 (for force dragons) or 6 (for prismatic dragons) per additional age category.

Speed: When a dragon becomes Colossal, its fly speed increases by 50 feet and its maneuverability becomes clumsy. When it reaches Colossal+, its fly speed increases by another 50 feet, and its maneuverability remains clumsy. A dragon’s land speed and other special movement types (swim, burrow, and so on) do not change.

Ability Scores: A great wyrm’s Strength and Constitution scores both increase by +2 for every virtual age category the dragon gains. Its Dexterity remains unchanged. Its Intelligence, Wisdom, and Charisma increase by +2 for every two age categories the dragon gains.

Special Abilities: Dragons do not gain additional spell-like abilities, but their damage reduction continues to increase as they gain Hit Dice. For most dragons (the exceptions being the force and prismatic dragons), the great wyrm’s damage reduction increases to 15/epic after exceeding the great wyrm age category and the dragon’s natural weapons count as epic weapons for the purposes of bypassing damage reduction.

Force and prismatic dragons have the following DR progression: wyrmling 10/magic, young 15/magic, young adult 15/epic, mature adult 20/epic, very old 25/epic.

Caster Level: A great wyrm’s caster level increases by 2 for every virtual age category the dragon gains. As with the epic dragons described later, advanced dragons gain the Improved Spell Capacity feat as a bonus feat once for every three caster levels above 20th.

Feats: Like ordinary dragons, advanced dragons receive one feat for every 3 Hit Dice they have. Feats gained after the dragon attains great wyrm status can be epic feats.

Challenge Rating: For standard dragons, CR increases by 2 per additional age category. For epic dragons, CR increases by 3 per additional age category. All other dragon statistics are as presented for dragons in general and specific dragon varieties.

DRAGON, EPIC

All epic dragons speak Draconic.

Epic Dragon Age Categories

Category	Age (Years)
1 Wyrmling	0–10
2 Very young	11–30
3 Young	31–50
4 Juvenile	51–100
5 Young adult	101–200
6 Adult	201–400
7 Mature adult	401–800
8 Old	801–1,200
9 Very old	1,201–1,600
10 Ancient	1,601–2,000
11 Wyrm	2,001–2,400
12 Great wyrm	2,401+

COMBAT

Epic dragons share all the combat characteristics of standard dragons. Even wyrmling epic dragons are Huge, however, and are capable of making tail sweep and crush attacks. Although there is no size category larger than Colossal, the oldest epic dragons deal more damage with their attacks than other Colossal dragons, as shown on the Epic Dragon Face and Reach and Epic Dragon Attacks tables below. In addition, the breath weapon of the oldest epic dragons is a larger cone than most Colossal dragons possess. The size modifier for these dragons remains –8.

Epic Dragon Space and Reach

Size	Space/Reach
Huge	15 ft./10 ft.
Gargantuan	20 ft./15 ft.
Colossal	30 ft./20 ft.
Colossal+	30 ft./20 ft.

Epic Dragon Attacks

Size	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Huge	2d8	2d6	1d8	2d6	2d8	2d4
Gargantuan	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	4d8	4d6	2d8	4d6	4d8	2d8
Colossal+	8d6	4d8	4d6	4d8	8d6	4d6

Epic Dragon Breath Weapons

Size	Cone* (Length)
Huge	50 ft.
Gargantuan	60 ft.
Colossal	70 ft.
Colossal+	80 ft.

* A cone is as high and wide as its length.

Wyrmling epic dragons possess certain abilities that common dragons do not acquire until later in life, including frightful presence, spellcasting, and spell resistance. An epic dragon with a caster level above 20th gains the Improved Spell Capacity feat as a bonus feat once for every three caster levels above 20th. Any epic dragon can choose epic feats for which it

otherwise meets the prerequisites. Epic dragons also have access to dragon feats, as well as the additional feats described in this book.

Empower Spell-Like Ability: An epic dragon can apply the Empower Spell feat to one of its spell-like abilities that it can use at least twice per day. If the dragon has limited use of the spell-like ability, the empowered ability uses up two uses of the ability. If the dragon can use the ability at will, there is no cost for empowering the ability. The dragon does not need to specify a spell-like ability when it chooses this feat; it can apply the feat to any spell-like ability it possesses.

Maximize Spell-Like Ability: The dragon can apply the Maximize Spell feat to one of its spell-like abilities that it can use at least three times per day. If the dragon has limited use of the spell-like ability, the maximized ability uses up three uses of the ability. If the dragon can use the ability at will, there is no cost for maximizing the ability. The dragon does not need to specify a spell-like ability when it chooses this feat; it can apply the feat to any spell-like ability it possesses.

Epic dragons fly even faster than common dragons, and can cover greater distances.

Epic Dragon Overland Flying Speeds

	Flight Speed		
	250 feet	300 feet	350 feet
One Hour			
Normal	40 miles	50 miles	60 miles
Hustle	80 miles	100 miles	120 miles
One Day			
Normal	320 miles	400 miles	480 miles

Except as noted here, epic dragons conform to the general information that applies to all dragons given.

FORCE DRAGON

Dragon (Force)

Climate/Terrain: Any land and underground

Organization: Wyrmling, very young, young, juvenile and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 13; very young 19; young 21; juvenile 25; young adult 28; adult 31; mature adult 35; old 37; very old 39; ancient 43; wyrm 50; great wyrm 59

Treasure: Double standard

Alignment: Usually neutral

Advancement Range: Wyrmling 21–24 HD (Huge); very young 26–29 HD (Huge); young 31–34 HD (Gargantuan); juvenile 36–39 HD (Gargantuan); young adult 41–44 HD (Gargantuan); adult 46–49 HD (Gargantuan); mature adult 51–54 HD (Colossal); old 56–59 HD (Colossal); very old 61–64 HD (Colossal); ancient 66–69 HD (Colossal); wyrm 71–74 HD (Colossal+); great wyrm 76+ HD (Colossal+)

Force Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	In t	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	H	20d12+100 (230)	31	10	21	18	19	18	+20/+38	+28	+17	+12	+16	5d12 (25)	24
Very young	H	25d12+150 (312)	35	10	23	22	23	22	+25/+45	+35	+20	+14	+20	10d12 (28)	28
Young	G	30d12+210 (405)	39	10	25	26	27	26	+30/+56	+40	+24	+17	+25	15d12 (32)	33
Juvenile	G	35d12+315 (542)	43	10	29	30	31	30	+35/+63	+47	+28	+19	+29	20d12 (36)	37
Young adult	G	40d12+440 (700)	47	10	33	34	35	34	+40/+70	+54	+33	+22	+34	25d12 (41)	42
Adult	G	45d12+585 (877)	51	10	37	38	39	38	+45/+77	+61	+37	+24	+38	30d12 (45)	46
Mature adult	C	50d12+750 (1,075)	55	10	41	42	43	42	+50/+88	+64	+42	+27	+43	35d12 (50)	51
Old	C	55d12+935 (1,292)	59	10	45	46	47	46	+55/+95	+71	+46	+29	+47	40d12 (54)	55
Very old	C	60d12+1,140 (1,530)	63	10	49	50	51	50	+60/+102	+78	+51	+32	+52	45d12 (59)	60

Ancient	C	65d12+1,365 (1,787)	67	10	53	54	55	54	+65/+109	+85	+55	+34	+56	50d12 (63)	64
Wyrm	C+	70d12+1,610 (2,065)	71	10	57	58	59	58	+70/+116	+92	+60	+37	+61	55d12 (68)	69
Great wyrm	C+	75d12+1,875 (2,362)	75	10	61	62	63	62	+75/+123	+99	+64	+39	+65	60d12 (72)	73

Force Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 250 ft. (poor)	+0	31 (−2 size, +4 deflection, +19 natural), touch 12, flat-footed 31	Damage reduction 10/magic, deflecting force, immune to force	3rd	24
Very young	60 ft., fly 250 ft. (poor)	+0	38 (−2 size, +6 deflection, +24 natural), touch 14, flat-footed 38		6th	27
Young	60 ft., fly 300 ft. (clumsy)	+0	43 (−4 size, +8 deflection, +29 natural), touch 14, flat-footed 43	Damage reduction 15/magic	9th	30
Juvenile	60 ft., fly 300 ft. (clumsy)	+0	50 (−4 size, +10 deflection, +34 natural), touch 16, flat-footed 50	<i>resilient sphere</i> , blur	12th	33
Young adult	60 ft., fly 300 ft. (clumsy)	+0	57 (−4 size, +12 deflection, +39 natural), touch 18, flat-footed 57	Damage reduction 15/epic	15th	36
Adult	60 ft., fly 300 ft. (clumsy)	+0	64 (−4 size, +14 deflection, +44 natural), touch 20, flat-footed 64	<i>Wall of force</i>	18th	39
Mature adult	60 ft., fly 300 ft. (clumsy)	+0	67 (−8 size, +16 deflection, +49 natural), touch 18, flat-footed 67	Damage reduction 20/epic	21st	42
Old	60 ft., fly 300 ft. (clumsy)	+0	74 (−8 size, +18 deflection, +54 natural), touch 20, flat-footed 74	<i>Forcecage</i> , displacement	24th	45
Very old	60 ft., fly 300 ft. (clumsy)	+0	81 (−8 size, +20 deflection, +59 natural), touch 22, flat-footed 81	Damage reduction 25/epic	27th	48
Ancient	60 ft., fly 300 ft. (clumsy)	+0	88 (−8 size, +22 deflection, +64 natural), touch 24, flat-footed 88	<i>Maze</i>	30th	51
Wyrm	60 ft., fly 350 ft. (clumsy)	+0	95 (−8 size, +24 deflection, +69 natural), touch 26, flat-footed 95		33rd	54
Great wyrm	60 ft., fly 350 ft. (clumsy)	+0	102 (−8 size, +26 deflection, +74 natural), touch 28, flat-footed 102	<i>telekinetic sphere</i> , invisibility	36th	57

A force dragon's natural weapons are treated as magic (wyrmling – juvenile) or epic (young adult – great wyrm) for the purpose of overcoming damage reduction.

Combat

Breath Weapon (Su): A force dragon has one type of breath weapon, a cone of force that tears through creatures and objects in its area to devastating effect.

Immune to Force (Ex): A force dragon cannot be harmed by any force effect, including *magic missiles*, *explosive runes*, *mage's sword*, the *sphere* spells, or any other spell or effect with the Force descriptor. It can move freely through barriers made of force, such as a *wall of force*.

Deflecting Force (Su): A force dragon is protected by a shield of force that provides a deflection bonus to its AC. The deflection bonus is equal to the dragon's Charisma bonus.

Blur (Su): When a force dragon reaches juvenile age, the force surrounding its body distorts the light around it so that it is hard to discern the dragon's exact location. This functions as a continuous *blur* spell, giving the dragon concealment (20% miss chance).

Displacement (Su): An old force dragon's deflecting force bends light even more extremely, giving the dragon the benefit of the *displacement* spell (50% miss chance). This supersedes its *blur* ability.

Invisibility (Su): A great wyrm force dragon is a creature of pure force, and is completely invisible (as though protected by *greater invisibility*). A creature that can see invisible creatures must still contend with the dragon's *displacement* ability.

Spell-Like Abilities: 3/day—*forcecage*, *maze*, *resilient sphere*, *telekinetic sphere*, *wall of force*. The DCs are Charisma-based.

Sample Force Dragon, Adult

Gargantuan Dragon (Force)

Hit Dice: 45d12+585 (877 hp)

Initiative: +0

Speed: 60 ft., fly 300 ft. (clumsy)

AC: 64 (−4 size, +14 deflection, +44 natural)

Base Attack/Grapple: +45/+77

Attack: Bite +61 (4d6+20/19-20) melee

Full Attack: Bite +61 (4d6+20/19-20) melee, 2 claws +56 (2d6+10/19-20) melee, 2 wings +56 (2d6+10/19-20) melee, tail slap +56 (2d8+30/19-20) melee

Space/Reach: 20 ft./15 ft.

Special Attacks: Crush 4d6+30 (DC 45), tail sweep 2d6+30 (DC 45), breath weapon, frightful presence (DC 46), spells (caster level 18th), spell-like abilities

Special Qualities: Immunities, DR 15/epic, SR 39, blindsense 60ft., keen senses, deflecting force, blur (20% miss chance)

Saves: Fort +37, Ref +24, Will +38

Abilities: Str 51, Dex 10, Con 37, Int 38, Wis 39, Cha 38

Skills: Appraise +50, Bluff +62, Concentration +61, Craft (alchemy) +50, Diplomacy +74, Escape Artist +48, Gather Information +20, Intimidate +68, Jump +32, Knowledge (all) +56, Listen +64, Search +72, Sense Motive +50, Spellcraft +68, Spot +74

Feats: Alertness, Cleave, Combat Reflexes, Empower Spell-Like Ability, Flyby Attack, Hover, Improved Critical (bite), Improved Critical (claws), Improved Critical (wings), Improved Critical (tail slap), Improved Initiative, Improved Sunder, Maximize Spell-Like Ability, Power Attack, Spell Knowledge, Wingover

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: 31

Treasure: Double standard

Alignment: Usually neutral

Advancement: 46–49 HD (Gargantuan)

A force dragon's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Breath Weapon (Su): Cone of force, 60 ft., damage 30d12, Ref half (DC 45). The DC is Constitution-based.

Spell-Like Abilities: 3/day—*resilient sphere, wall of force*. Caster level 18th; save DC 24 + spell level.

Immunities (Ex): Immune to *sleep* and paralysis, immune to force effects.

Sorcerer Spells Known (6/10/10/ 9/9/9/8/7/5; base DC 24 + spell level): 0—*arcane mark, dancing lights, detect magic, flare, ghost sound, light, mending, open/close, read magic*; 1st—*disguise self, comprehend languages, detect secret doors, magic missile, true strike*; 2nd—*bull's strength, cat's grace, darkness, locate object, mirror image*; 3rd—*clairaudienceclairvoyance, fireball, haste, lightning bolt*; 4th—*charm monster, greater invisibility, scrying, stoneskin*; 5th—*contact other plane, dream, hold monster, teleport*; 6th—*analyze dweomer, greater dispel magic, true seeing*; 7th—*forcecage, spell turning, summon monster VII*; 8th—*polymorph any object, protection from spells*; 9th—*time stop*.

Possessions: Crystal ball with *true seeing*, circlet of eyes*, pearl of power (7th-level spell), 8,000 gp. *Variant of robe of eyes; benefit included in Search and Spot skill modifiers.

PRISMATIC DRAGON

Dragon (Light)

Climate/Terrain: Any land and underground

Organization: Wyrmling, very young, young, juvenile and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 14; very young 16; young 22; juvenile 30; young adult 34; adult 39; mature adult 43; old 48; very old 52; ancient 57; wyrmling 61; great wyrmling 66

Treasure: Double standard

Alignment: Usually neutral

Advancement Range: Wyrmling 24–27 HD (Huge); very young 29–32 HD (Huge); young 34–37 HD (Gargantuan); juvenile 39–42 HD (Gargantuan); young adult 44–47 HD (Gargantuan); adult 49–52 HD (Gargantuan); mature adult 54–57 HD (Colossal); old 59–62 HD (Colossal); very old 64–67 HD (Colossal); ancient 69–72 HD (Colossal+); wyrmling 74–77 HD (Colossal+); great wyrmling 79+ HD (Colossal+)

Prismatic Dragons by Age

Age	Size	Hit Dice (hp)							Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon DC	Frightful Presence DC
			Str	Dex	Con	Int	Wis	Cha							
Wyrmling	H	23d12+138 (287)	29	10	23	20	21	20	+23/+40	+30	+19	+13	+18	27	26
Very young	H	28d12+196 (378)	33	10	25	24	25	24	+28/+47	+37	+23	+16	+23	31	31
Young	G	33d12+297 (511)	37	10	29	28	29	28	+33/+58	+42	+27	+18	+27	35	35

Juvenile	38d12+418 (665)	41	10	33	32	33	32	+38/+65	+49	+32	+21	+32	40	40
Young adult	43d12+559 (838)	45	10	37	36	37	36	+43/+72	+56	+36	+23	+36	44	44
Adult	48d12+720 (1,032)	49	10	41	40	41	40	+48/+83	+59	+41	+26	+41	49	49
Mature adult	53d12+901 (1,245)	53	10	45	44	45	44	+53/+90	+66	+45	+28	+45	53	53
Old	58d12+1,102 (1,479)	57	10	49	48	49	48	+58/+97	+73	+50	+31	+50	58	58
Very old	63d12+1,323 (1,732)	61	10	53	52	53	52	+63/+10 4	+80	+54	+33	+54	62	62
Ancient	68d12+1,564 (2,006)	65	10	57	56	57	56	+68/+111	+87	+59	+36	+59	67	67
Wyrm	73d12+1,825 (2,299)	69	10	61	60	61	60	+73/+118	+94	+63	+38	+63	71	71
Great wyrm	78d12+2,106 (2,613)	73	10	65	64	65	64	+78/+12 5	+101	+68	+41	+68	76	76

Prismatic Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 250 ft. (poor)	+0	35 (-2 size, +5 deflection, +22 natural), touch 13, flat-footed 35	Damage reduction 10/magic, deflecting force, <i>hypnotic pattern</i> , immune to light and blindness	5th	24
Very young	60 ft., fly 250 ft. (poor)	+0	42 (-2 size, +7 deflection, +27 natural), touch 15, flat-footed 42		8th	30
Young	60 ft., fly 300 ft. (clumsy)	+0	47 (-4 size, +9 deflection, +32 natural), touch 15, flat-footed 47	Damage reduction 15/magic	11th	36
Juvenile	60 ft., fly 300 ft. (clumsy)	+0	54 (-4 size, +11 deflection, +37 natural), touch 17, flat-footed 54	<i>Rainbow pattern</i>	13th	42
Young adult	60 ft., fly 300 ft. (clumsy)	+0	61 (-4 size, +13 deflection, +42 natural), touch 19, flat-footed 61	Damage reduction 15/epic	17th	48
Adult	60 ft., fly 300 ft. (clumsy)	+0	64 (-8 size, +15 deflection, +47 natural), touch 17, flat-footed 64	<i>Sunbeam</i>	20th	54
Mature adult	60 ft., fly 300 ft. (clumsy)	+0	71 (-8 size, +17 deflection, +52 natural), touch 19, flat-footed 71	Damage reduction 20/epic	23rd	60
Old	60 ft., fly 300 ft. (clumsy)	+0	78 (-8 size, +19 deflection, +57 natural), touch 21, flat-footed 78	<i>Sunburst</i>	26th	66
Very old	60 ft., fly 300 ft. (clumsy)	+0	85 (-8 size, +21 deflection, +62 natural), touch 23, flat-footed 85	Damage reduction 25/epic	29th	68
Ancient	60 ft., fly 350 ft. (clumsy)	+0	92 (-8 size, +23 deflection, +67 natural), touch 25, flat-footed 92	<i>Prismatic wall</i>	32nd	74
Wyrm	60 ft., fly 350 ft. (clumsy)	+0	99 (-8 size, +25 deflection, +72 natural), touch 27, flat-footed 99		35th	80
Great wyrm	60 ft., fly 350 ft. (clumsy)	+0	106 (-8 size, +27 deflection, +77 natural), touch 29, flat-footed 106	<i>Prismatic sphere</i>		38th
						86

A prismatic dragon's natural weapons are treated as magic (wyrmling – juvenile) or epic (young adult – great wyrm) for the purpose of overcoming damage reduction.

Combat

Breath Weapon (Su): A prismatic dragon has one type of breath weapon, a *prismatic spray* effect. The breath weapon's cone is of the size indicated by the dragon's size, not the normal cone for the spell.

Deflecting Force (Su): A prismatic dragon is protected by a shield of shimmering light similar to a *cloak of chaos* that provides a deflection bonus to its AC. The deflection bonus is equal to the dragon's Charisma bonus.

Immune to Light and Blindness (Ex): Prismatic dragons cannot be harmed by any light, including Evocation [Light] spells, *searing light*, and the various *prismatic* (*sphere*, *spray*, *wall*) spells. In addition, they are immune to any spell or effect that causes blindness.

Spell-Like Abilities: At will—*hypnotic pattern*, *rainbow pattern*; 3/day—*prismatic sphere*, *prismatic wall*, *sunbeam*, *sunburst*. The DC is Charisma-based.

Sample Prismatic Dragon, Old

Colossal Dragon

Hit Dice: 58d12+1,102 (1,479 hp)

Initiative: +4 (Improved Initiative)

Speed: 60 ft., fly 300 ft. (clumsy)

AC: 78 (−8 size, +19 deflection, +57 natural)

Base Attack/Grapple: +58/+97

Attack: Bite +74 (4d8+23/19-20) melee

Full Attack: Bite +74 melee, 2 claws +69 (4d6+11) melee, 2 wings +68 (2d8+11) melee, tail slap +69 (4d6+34) melee

Space/Reach: 30 ft./20 ft.

Special Attacks: Crush 4d8+34 (DC 58), tail sweep 2d8+34 (DC 58), breath weapon, frightful presence (DC 58), spells (caster level 26th), spell-like abilities

Special Qualities: Immunities, DR 20/epic, SR 66, blindsight, keen senses, deflecting force

Saves: Fort +50, Ref +31, Will +50

Abilities: Str 57, Dex 10, Con 49, Int 48, Wis 49, Cha 48

Skills: Balance +67, Bluff +80, Climb +84, Concentration +80, Diplomacy +92, Disable Device +80, Escape Artist +61, Gather Information +86, Heal +80, Intimidate +86, Jump +102, Knowledge (all) +80, Listen +80, Move Silently +61, Open Lock +61, Perform (any two) +80, Search +80, Sense Motive +80, Spellcraft +86, Spot +80, Survival +80, Tumble +67, Use Magic Device +80

Feats: Blinding Speed (x2), Cleave, Flyby Attack, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Spell Capacity (9th), Improved Spell Capacity (9th), Power Attack, Quicken Spell-Like Ability, Snatch, Spell Knowledge (x4), Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (tail slap)

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or family (1–2 and 2–5 off-spring)

Challenge Rating: 48

Treasure: Double standard

Alignment: Usually neutral

Advancement: 59–62 HD (Colossal)

A prismatic dragon's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Breath Weapon (Su): Cone of *prismatic spray*, 70 ft., effect as spell, Ref half (DC 58).

Spell-Like Abilities: At will—*hypnotic pattern, rainbow pattern*; 3/day—*sunbeam, sunburst*. Caster level 26th; save DC 29 + spell level. The DC is Charisma-based.

Immunities (Ex): Immune to *sleep* and paralysis effects, immune to light and blindness effects.

Sorcerer Spells Known (6/11/11/11/10/10/10/9/11; base DC 29 + spell level): 0—*dancing lights, daze, detect magic, ghost sound, light, prestidigitation, ray of frost, read magic, resistance*; 1st—*enlarge person, mage armor, magic missile, shield, true strike, unseen servant*; 2nd—*alter self, blur, darkness, detect thoughts, levitate*; 3rd—*blink, fireball, greater magic weapon, haste, tongues, wind wall*; 4th—*confusion, polymorph, scrying, stoneskin*; 5th—*baleful polymorph, dismissal, fabricate, passwall, wall of force*; 6th—*antimagic field, greater dispel magic, true seeing*; 7th—*forcecage, sequester, spell turning, greater teleport*; 8th—*greater planar binding, mass charm monster, symbol of death, temporal stasis*; 9th—*dominate monster, gate, imprisonment, time stop, wish*

Possessions: Staff of the cosmos, ring of regeneration, 15,563 gp.

ELEMENTAL, PRIMAL

Elemental Traits: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

	Air Elemental, Primal	Earth Elemental, Primal
	Colossal Elemental (Air, Extraplanar)	Colossal Elemental (Earth, Extraplanar)
Hit Dice:	64d8+576 (944 hp)	64d8+640 (1,048 hp)
Initiative:	+24 (+16 Dex, +8 Superior Initiative)	−1 (Dex)
Speed:	Fly 100 ft. (perfect)	20 ft., burrow 40 ft.
AC:	66 (−8 size, +16 Dex, +48 natural)	49 (−8 size, −1 Dex, +48 natural)
Base Attack/Grapple:	+48/+75	+48/+80
Attack:	Slam +57 (4d8+16) melee	Slam +57 (4d10+24/19-20) melee
Full Attack:	2 Slams +57 (4d8+16) melee	2 slams +57 (4d10+24/19-20) melee
Space/Reach:	30 ft./30 ft.	30 ft./30 ft.
Special Attacks:	Air mastery, whirlwind	Earth mastery, push
Special Qualities:	Elemental traits, DR 10/−, SR 42	Elemental traits, DR 15/−, SR 42
Saves:	Fort +42, Ref +52, Will +28	Fort +46, Ref +21, Will +28

Abilities:	Str 32, Dex 43, Con 28, Int 8, Wis 13, Cha 13	Str 43, Dex 8, Con 31, Int 8, Wis 13, Cha 13
Skills:	Listen +48, Spot +57	Jump +10, Listen +57, Spot +48
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Mobility, Lightning Reflexes, Spring Attack, Weapon Finesse, Weapon Focus (slam)	Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Epic Feats:	Blinding Speed (x2), Epic Prowess (x2), Epic Toughness (x4), Epic Will, Superior Initiative	Devastating Critical (slam), Epic Prowess (x3), Epic Toughness (x6), Epic Will, Overwhelming Critical (slam)
Climate/Terrain:	Any land	Any land
Organization:	Solitary	Solitary
Challenge Rating:	35	35
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	65–288 HD (Colossal)	65–288 HD (Colossal)
Fire Elemental, Primal		Water Elemental, Primal
		Colossal Elemental (Water, Extraplanar)
Hit Dice:	64d8+576 (944 hp)	64d8+640 (1,048 hp)
Initiative:	+22 (+14 Dex, +8 Superior Initiative)	+14 (Dex)
Speed:	50 ft.	20 ft., swim 90 ft.
AC:	64 (−8 size, +14 Dex, +48 natural)	64 (−8 size, +14 Dex, +48 natural)
Base Attack/Grapple:	+48/+75	+48/+80
Attack:	Slam +55 (4d8+16 plus 4d8 fire) melee	Slam +57 (4d10+24/19-20)
Full Attack:	2 slams +55 (4d8+16 plus 4d8 fire) melee	2 slam +57 (4d10+24/19-20)
Space/Reach:	30 ft./30 ft.	30 ft./30 ft.
Special Attacks:	Burn	Water mastery, drench, vortex
Special Qualities:	Elemental traits, DR 10/−, SR 42, fire immunity, cold vulnerability	Elemental traits, DR 15/−, SR 42
Saves:	Fort +32, Ref +50, Will +28	Fort +46, Ref +21, Will +28
Abilities:	Str 32, Dex 39, Con 28, Int 8, Wis 13, Cha 13	Str 42, Dex 38, Con 31, Int 8, Wis 13, Cha 13
Skills:	Jump +19, Listen +48, Spot +57	Jump +7, Listen +57, Spot +48, Swim +19
Feats:	Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Finesse, Weapon Focus (slam)	Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Epic Feats:	Blinding Speed, Dire Charge, Epic Prowess, (x2), Epic Toughness (x4), Epic Will, Superior Initiative	Devastating Critical (slam), Epic Prowess (x2), Epic Toughness (x6), Epic Will, Overwhelming Critical (slam)
Climate/Terrain:	Any land	Any land
Organization:	Solitary	Solitary
Challenge Rating:	35	35
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	65–288 HD (Colossal)	65–288 HD (Colossal)

PRIMAL AIR ELEMENTAL

Primal air elementals speak Auran.

Combat

Air Mastery (Ex): Airborne creatures take a −1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. A primal air whirlwind is 10 feet wide at the base, 40 feet wide at the top, and up to 80 feet tall. The elemental controls its exact height, but it must be at least 10 feet. Gargantuan or smaller creatures might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed at a Reflex save (DC 53) when it comes into contact with the whirlwind or take 4d8 points of damage. It must also succeed at a second Reflex save (DC 53) or be picked up bodily and held suspended in the powerful winds, automatically taking 4d8 points of damage each round. A creature that can fly is

allowed a Reflex save (DC 53) each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check (DC 53) to cast a spell. The DC is Strength-based.

PRIMAL EARTH ELEMENTAL

Earth elementals speak Terran.

Combat

Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or water-borne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given for earth mastery, above, also apply to the elemental's opposed Strength checks.

PRIMAL FIRE ELEMENTAL

A primal fire elemental cannot enter water or any other nonflammable liquid. Unlike lesser fire elementals, a primal fire elemental may attempt to evaporate a lesser body of water if blocked. Fire elementals speak Ignan.

Combat

Burn (Ex): Those hit by a primal fire elemental's slam attack must succeed at a Reflex save (DC 51) or catch fire. The flame burns for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch fire unless they succeed at a Reflex save. The DC is Constitution-based.

PRIMAL WATER ELEMENTAL

A primal water elemental can't venture more than 360 feet from the body of water from which it emerged. Water elementals speak Aquan.

Combat

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent touch water. If the opponent or elemental is land-bound, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.) A primal water elemental can be a serious threat to a ship that crosses its path. It can easily overturn even large craft (ships of up to 5 feet in length per Hit Dice of the elemental) and stop massive vessels (ships of less than 10 feet in length per HD). Even ocean-going behemoths (ships of less than 20 feet in length per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are Gargantuan or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a caster whose level equals the elemental's HD total (64).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has (48 rounds). In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 50 feet wide at the top, and up to 80 feet tall. The elemental controls its exact height, but it must be at least 10 feet. Gargantuan and smaller creatures might take damage when caught in the vortex and may be swept up by it. An affected creature must succeed at a Reflex save (DC 58) when it comes into contact with the vortex or take 4d10 points of damage. It must also succeed at a second Reflex save (DC 68) or be picked up bodily and held suspended in the powerful currents, automatically taking 4d10 points of damage each round. A creature that can swim is allowed a Reflex save (DC 58) each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including dark-vision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check (DC 58) to cast a spell. The DC is Strength-based.

EPIC MONSTERS (G-W)

GENIUS LOCI

Colossal Ooze

Hit Dice:	70d10+1,400 (1,785 hp)
Initiative:	-2 (Dex)
Speed:	5 ft., burrow 5 ft.
AC:	0 (-2 Dex, -8 size)
Base Attack/Grapple:	+52/+88
Attack:	Slam +64 (4d10+20) melee
Full Attack:	10 slam +64 (4d10+20) melee
Space/Reach:	Varies (see text)
Special Attacks:	Enslave, improved grab, constrict 4d10+30
Special Qualities:	Blindsight 200 ft., fast healing 50, ooze traits
Saves:	Fort +43, Ref +21, Will +30
Abilities:	Str 50, Dex 6, Con 50, Int -, Wis 24, Cha 26
Skills:	Jump +5
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	30
Treasure:	Standard
Alignment:	Usually any evil
Advancement:	None

A genius loci is difficult to spot, since it looks like any other section of landscape. A genius loci itself has no intelligence, but rather “emulates” the sentience of any creature it currently enslaves (see below), if any. Each genius loci has only a single enslaved creature at one time, though other creatures may also inhabit the surface of the genius loci. Any creature entering a genius loci who makes a successful Survival check (DC 31) realizes that something is amiss, though it is difficult to tell exactly what. Genius loci do not speak directly, though they may do so through their currently enslaved thrall.

COMBAT

A genius loci can directly attack any creature standing on its surface with animated parts of itself, delivering slam attacks. It also directs its enslaved thrall against those it attacks. If its slave is slain, it selects another of its foes as its next, newest slave. Once a genius loci animates a portion of itself to attack the boundaries of its form become clear, and the creature becomes open to attack (Survival checks to determine the extent of the genius loci are no longer necessary). The animated part of the genius loci has a reach of 15 feet.

Enslave (Su): A genius loci can use the epic spell *enslave* once per round as a free action until it successfully enslaves a foe (Will DC 53 to resist). The DC is Charisma-based. Once it has a slave, it cannot enslave another until its current slave dies, is *imprisoned*, or is otherwise incapacitated. A slave becomes free if its genius loci master is slain. A genius loci forces its slave to remain with it, though it may send its slave off to temporarily visit nearby locations in order to draw in unsuspecting victims. In fact, the “purposes” of the genius loci are to some degree influenced by the current slave. The genius loci has no Intelligence score of its own; thus, its emulation of its slave’s intelligence sometimes transfers attitudes and goals. However, a slave can only go so far in influencing its mobile master, and cannot knowingly attempt to free itself from the genius loci that keeps it close.

Improved Grab (Ex): If the genius loci hits a Gargantuan or smaller creature with a slam attack, it deals normal Damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The genius loci has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. Each successful grapple check it makes during successive rounds automatically deals slam attack Damage, in addition to constriction Damage.

Constrict (Ex): A genius loci crushes its opponent, dealing 4d10+30 points of bludgeoning Damage, after making a successful grapple check.

Ooze Traits: An ooze is an amorphous or mutable creature. Oozes are immune to poison, *sleep*, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind but have the blindsight special quality. They have no Intelligence scores and are therefore immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

GIBBERING ORB

Huge Aberration

Hit Dice:	27d8+216 (337 hp)
Initiative:	+20 (+12 Dex, +8 Superior Initiative)
Speed:	5 ft., fly 20 ft. (good)
AC:	48 (+12 Dex, -2 size, +16 natural armor, +12 insight)
Base Attack/Grapple:	+20/+39
Attack:	24 eye rays +31 ranged touch, 12 bites +28 (2d8+5/19–20) melee
Full Attack:	24 eye rays +31 ranged touch, 12 bites +28 (2d8+5/19–20) melee
Space/Reach:	15 ft./10 ft.
Special Attacks:	Gibbering, improved grab, swallow whole, eye rays, spell-like abilities
Special Qualities:	All-around vision, flight, amorphous, SR 37, DR 10/epic
Saves:	Fort +21, Ref +21, Will +24
Abilities:	Str 32, Dex 35, Con 27, Int 40, Wis 24, Cha 22
Skills:	Concentration +38, Escape Artist +42, Jump –4, Knowledge (arcana) +37, Hide +34, Listen +37, Move Silently +34, Search +37, Speak Language (any five), Spot +37
Feats:	Flyby Attack, Improved Initiative, Improved Critical (bite), Iron Will, Multiattack, Weapon Focus (eye ray), Weapon Focus (bite)
Epic Feats:	Epic Fortitude, Polyglot, Superior Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	27
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	27–54 HD (Huge); 55–108 HD (Gargantuan)

A gibbering orb can speak all languages.

A gibbering orb's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

The gibbering orb has the ability to bite its foes by extending a pseudopod with one of its mouths protruding from the end. The orb can extend four of these at any one foe, or a total of twelve in any given round. At the same time, the legions of eyes have the ability to cast a host of spells at a rapid rate.

Gibbering (Su): The cacophony of speech emanating from the scores of mouths that make up the orb forces all within 60 feet of the creature to succeed at a Will save each round (DC 40) or suffer the effects of an *insanity* spell.

Improved Grab (Ex): To use this ability, the gibbering orb must hit with a bite attack. If it gets a hold, the orb automatically deals bite Damage and can attempt to swallow whole.

Swallow Whole (Ex): A gibbering orb can attempt to swallow a Large or smaller opponent by making a successful grapple check. Once inside, the opponent takes 4d8 points of constrictive Damage plus 3d10 points of acid Damage per round. A swallowed creature can cut its way out by using claws or a light slashing weapon to deal 20 points of Damage in a single blow (AC 16, DR 10/epic still applies). Once the creature exits, the fluidlike body structure of the orb closes the wound; other swallowed opponents must cut their own way out. When a creature dies by being swallowed whole (or when a creature killed by the gibbering orb in some other fashion is eaten by it), the gibbering orb absorbs the creature's known spells, prepared spells, and spell-like abilities. The orb can use any two of those abilities per round as a free action. Each originates from an eye that is not producing an eye ray (see below) that round. Stolen spells and spell-like abilities are lost after 24 hours.

Eye Rays (Su): Two dozen of the eyes can each produce a magical ray each round, with each eye emulating a spell from among the list of spells below as if cast by a 27th-level caster. The save DCs, where applicable, are 16 + spell level. A gibbering orb has no directional limitations on where it can point its eye rays, because the eyes orbiting around its body drift and float wherever needed. However, a gibbering orb can never aim more than five rays at any single target, due to limitations of aiming. All rays have a range of 150 feet. Each of these effects functions as a ray, regardless of the normal parameters of the spell it resembles. That is, each is usable against a single target and requires a ranged touch attack. The eye rays are: *cone of cold*, *disintegrate*, *dominate monster*, *energy drain*, *feeblemind*, *finger of death*, *flesh to stone*, *greater dispelling*, *harm*, *hold monster*, *horrid wilting*, *implosion*, *inflict critical wounds*, *lightning bolt*, *magic missile*, *mage's disjunction*, *irresistible dance*, *polymorph any object*, *power word blind*, *power word kill*, *power word stun*, *prismatic spray*, *slay living*, and *temporal stasis*.

Spell-Like Abilities: At will—Two stolen spells or spell-like abilities per round. Caster level 27th, save DC 16 + spell level.

All-Around Vision (Ex): The gibbering orb's many eyes give it a +4 racial bonus on Spot and Search checks.

Flight (Ex): The gibbering orb's body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect with personal range.

Amorphous (Ex): A gibbering orb is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

GLOOM

Medium-Size Monstrous Humanoid

Hit Dice:	25d8+225 (337 hp)
Initiative:	+26 (+18 Dex, +8 Superior Initiative)
Speed:	30 ft.
AC:	40 (+18 Dex, +12 insight)
Base Attack/Grapple:	+25/+36
Attack:	+10 <i>keen dagger of human dread</i> +54 (1d4+21/17-20) melee
Full Attack:	+10 <i>keen dagger of human dread</i> +54/+49/+44/+39 (1d4+21/17-20) melee
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fear gaze, sneak attack +13d6
Special Qualities:	Blindsight 60 ft., opportunist, quiescence, spell-like abilities, SR 35, DR 10/epic
Saves:	Fort +17, Ref +32, Will +21
Abilities:	Str 32, Dex 46, Con 29, Int 26, Wis 25, Cha 30
Skills:	Bluff +38, Climb +39, Hide +46, Intimidate +38, Jump +39, Listen +35, Move Silently +66, Spot +35, Survival +35, Tumble +46
Feats:	Dodge, Improved Initiative, Improved Critical (dagger), Mobility, Spring Attack, Weapon Finesse, Weapon Focus (dagger)
Epic Feats:	Sneak Attack of Opportunity, Superior Initiative
Climate/Terrain:	Any urban
Organization:	Solitary
Challenge Rating:	25
Treasure:	Nonstandard (just its dagger)
Alignment:	Usually lawful evil
Advancement:	25+ HD (Medium-size)

In the hand of any other creature but a gloom, the dagger is a +5 *keen dagger*.

A gloom's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Fear Gaze (Su): Viewing the gloom's face inspires terror. Creatures that meet the gloom's gaze must succeed at a Will save (DC 32) or suffer the effects of a *fear* spell as cast by a 20th-level caster. The DC is Charisma-based.

Opportunist (Ex): This ability functions like the rogue class feature of the same name.

Sneak Attack (Ex): A gloom is able to sneak attack as a 25th-level rogue, dealing 13d6 extra Damage.

Quiescence (Su): A gloom is constantly silent, as per the *silence* spell, although the area does not extend beyond the creature itself. This quality gives it a +20 racial bonus on Move Silently checks (it is still possible for a gloom to create noise, such as by bumping into something that scrapes on the floor or by sounding a chime). The gloom can lower this effect at will.

Spell-Like Abilities: At will—*shadow walk*; 3/day—*true strike*. Caster level 20th; save DC 20 + spell level. The DC is Charisma-based.

GOLEM

Mithral Golem

Adamantine Golem

Huge Construct	Huge Construct
Hit Dice:	36d10+40 (238 hp)
Initiative:	+4 (Dex)
Speed:	40 ft.
AC:	42 (-2 size, +4 Dex, +26 natural, +4 haste)
Base Attack/Grapple:	+27/+49
Attack:	Slam +39 (4d10+14) melee
Full Attack:	2 slams +39 (4d10+14) melee
Space/Reach:	15 ft./15 ft.
Special Attacks:	—
Special Qualities:	Construct traits, magic immunity, DR 15/epic and adamantine, alacrity
Adamantine Golem	Construct traits, magic immunity, DR 20/epic and adamantine

Saves:	Fort +12, Ref +16, Will +12	Fort +18, Ref +17, Will +18
Skills:	Jump +18	Jump +14
Abilities:	Str 39, Dex 19, Con –, Int –, Wis 11, Cha 1	Str 51, Dex 9, Con –, Int –, Wis 11, Cha 1
Climate/Terrain:	Any land	Any land
Organization:	Solitary	Solitary
Challenge	21	25
Rating:		
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	37–54 HD (Huge); 55–72 HD (Gargantuan)	55–82 HD (Huge); 83–108 HD (Gargantuan)

MITHRAL GOLEM

A mithral golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. Unlike most golems, it can run just as well as a normal creature.

A mithral golem's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Combat

Alacrity (Su): Once per round, the mithral golem may take an extra standard action (either before or after its other actions in the round).

Magic Immunity (Ex): A mithral golem is immune to all magical and supernatural effects, except as follows. A *slow* spell negates its alacrity for 1d4 rounds, while a *haste* spell restores 1d6 hit points per level of the caster (maximum 10d6) or restores its alacrity, if previously negated by a *slow* spell. Multiple *slow* spells simply extend the duration of the effect.

Construction

A mithral golem's body is sculpted from 8 1/2 tons of pure iron and is then polymorphed into mithral (using *polymorph any object*). A mithral golem costs 250,000 gold pieces to create, which includes 5,000 gp for the body. Assembling the body requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 30). The creator must be 25th level, have the Craft Epic Magic Arms and Armor feat, and be able to cast arcane spells. Completing the ritual drains 5,000 XP from the creator and requires *geas/quest*, *haste*, and *wish*.

ADAMANTINE GOLEM

An adamantine golem cannot speak or make any vocal noise, nor does it have any distinguishable odor.

An adamantine golem's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Combat

Trample (Ex): As a standard action during its turn each round, the adamantine golem can literally run over an opponent at least one size category smaller than itself. The trample deals 8d10+30 points of bludgeoning Damage. Trampled opponents can either attempt attacks of opportunity at a –4 penalty or Reflex saves (DC 57) for half Damage. The DC is Strength-based.

Magic Immunity (Ex): An adamantine golem is immune to all magical and supernatural effects.

Construction

An adamantine golem's body is sculpted from 45,000 pounds of pure iron and is then polymorphed into adamantine (using *polymorph any object*). The golem costs 500,000 gold pieces to create, which includes 25,000 gp for the body. Assembling the body requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 40). The creator must be 30th level, have the Craft Epic Magic Arms and Armor feat, and be able to cast arcane spells. Completing the ritual drains 10,000 XP from the creator and requires *crushing hand*, *geas/quest*, and *wish*.

HA-NAGA

Colossal Aberration

Hit Dice:	20d8+220 (310 hp)
Initiative:	+14 (Dex)
Speed:	60 ft., fly 120 ft. (perfect)
AC:	40 (–8 size, +14 Dex, +24 natural armor)
Base Attack/Grapple:	+15/+39
Attack:	Coil whip +21 (4d6+8) melee
Full Attack:	Coil whip +21 (4d6+8) melee, sting +19 (2d8+4 plus poison) melee, bite +13 (4d8+4) melee
Space/Reach:	30 ft./ 20 ft.
Special Attacks:	Charming gaze, poison, improved grab, constrict 4d6+12
Special Qualities:	Flight, SR 30, DR 5/epic
Saves:	Fort +17, Ref +22, Will +22

Abilities:	Str 27, Dex 38, Con 32, Int 35, Wis 31, Cha 36
Skills:	Appraise +35, Concentration +34, Bluff +24, Diplomacy +38, Escape Artist +37, Hide +21, Jump +20, Knowledge (arcana, history, religion) +35, Listen +33, Move Silently +37, Search +35, Sense Motive +24, Spellcraft +37, Spot +33
Feats:	Dodge, Flyby Attack, Lightning Reflexes, Mobility, Multiattack, Quicken Spell, Weapon Finesse
Climate/Terrain:	Temperate and warm land or underground
Organization:	Solitary or nest (2–4)
Challenge Rating:	22
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	21–40 HD (Colossal)

A ha-naga's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Flight (Su): As per the *fly* spell, 120 ft. (perfect). This ability gives the ha-naga a +6 circumstance bonus on Move Silently checks.

Charming Gaze (Su): As *mass charm monster*, 90 ft., Will save (DC 33). The DC is Charisma-based.

Chameleon Ability (Ex): Ha-nagas can blend in with their surroundings, giving them a +8 circumstance bonus on Hide checks.

Improved Grab (Ex): To use this ability, the ha-naga must hit with its coil whip attack. If it succeeds, it can constrict.

Constrict (Ex): A ha-naga deals 4d6+12 points Damage with a successful grapple attack against Huge or smaller opponents.

Poison (Ex): Sting, Fort save (DC 31); initial and secondary Damage 2d8 temporary Con. The DC is Constitution-based.

Spells: Ha-nagas can cast spells as 21st-level sorcerers, and can also cast cleric spells and spells from the domains of Chaos and Evil as arcane spells (save DC 33 + spell level). The DC is Charisma-based.

HAGUNEMNON (PROTEAN)

Large Aberration (Shapechanger)

Hit Dice:	44d8+616 (814 hp)
Initiative:	+17 (+13 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	50 (–1 size, +13 Dex, +28 natural)
Base Attack/Grapple:	+33/+58
Attack:	Slam +54 (2d6+21/19–20) melee
Full Attack:	5 slams +54 (2d6+21/19–20) melee
Space/Reach:	10 ft./10 ft.
Special Attacks:	Psionics, destabilize form
Special Qualities:	Alter shape, DR 10/epic, darkvision 120 ft., immunities, regeneration 50, spell resistance 39
Saves:	Fort +40, Ref +39, Will +32
Abilities:	Str 53, Dex 37, Con 39, Int 20, Wis 23, Cha 34
Skills:	Bluff +59, Diplomacy +53, Disguise +59, Hide +35, Intimidate +47, Jump +29, Listen +55, Move Silently +35, Sense Motive +29, Spot +55
Feats:	Alertness, Cleave, Combat Reflexes, Endurance, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (slam)
Epic Feats:	Blinding Speed, Devastating Critical (slam), Overwhelming Critical (slam)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	29
Treasure:	Standard
Alignment:	Always chaotic neutral

Advancement: 45–59 HD (Large); 60–74 HD (Huge); 75–89 HD (Huge)

A hagunemnon's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Psionics (Sp): At will —*detect thoughts*, *dimension door*, *ethereal jaunt*, *knock*, *nondetection*, *plane shift*, *suggestion*. Caster level 20th, save DC 22.

Destabilize Form (Su): If a protean hits with two or more slam attacks in the same round, it partly destabilizes its foe's physical form, dealing an additional 4d6+31 points of Damage as well as 2 points of temporary Constitution Damage. If the victim is drained to 0 Constitution, its dead body is only so much clear fluid that drains away unless somehow preserved by

friends of the victim.

Alter Shape (Ex): A protean can assume the shape of any combination of physical nondeific creatures at the same time as a free action. In fact, a protean's form constantly boils, and it requires a move-equivalent action each round for a protean to maintain a certain shape (even if that shape is a combination of several shapes). Whatever its present form, the protean retains all its own special qualities. Plus, it gains the advantage of up to four extraordinary abilities from the forms it mimics (but not spell-like or supernatural powers). The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension (make sure to take into account rules for reach and size modifiers to AC and melee attacks). Incorporeal traits can also be assumed, which counts as a single extraordinary ability. If a hagunemnon assumes a partial form that confers an extraordinary ability already possessed by the creature, only the better of the two abilities is retained. No matter its form, the protean can never make more than five attacks using a full-round action. However, it may substitute a melee attack form for one of its slam attacks, using its own base attack bonus and Strength modifier to Damage, but dealing base Damage appropriate to the attack type.

HOARY HUNTER

	Hoary Hunter	Hoary Steed
	Medium-Size Fey (Cold)	Large Magical Beast (Cold)
Hit Dice:	46d6+598 (759 hp)	12d10+36 (102 hp)
Initiative:	+19 (+11 Dex, +8 Superior Initiative)	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft.	40 ft., fly 90 ft. (good)
AC:	46 (+11 Dex, +15 insight, +10 natural)	23 (-1 size, +4 Dex, +10 natural)
Base Attack/ Grapple:	+23/+37	+12/+22
Attack:	+6 <i>keen longsword of binding</i> +46 (1d8+27/17-20 plus 1d6 plus <i>binding</i>) melee	Hoof +17 (3d6+6) melee
Full Attack:	+6 <i>keen longsword of binding</i> +46/+41/+36/+31 (1d8+27/17-20 plus 1d6 plus <i>binding</i>) melee	2 hooves +17 (3d6+6) melee, bite +15 (5d8+3) melee
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Spell-like abilities	
Special Qualities:	Cold immunity, fire vulnerability, SR 36, DR 10/epic and cold iron	Cold immunity, fire vulnerability, air walk, astral projection and ethereallness, magic circle against good, misty breath, SR 20, DR 5/magic and cold iron, immunities
Saves:	Fort +28, Ref +36, Will +31	Fort +11, Ref +12, Will +5
Abilities:	Str 38, Dex 33, Con 36, Int 21, Wis 23, Cha 26	Str 22, Dex 18, Con 17, Int 6, Wis 13, Cha 14
Skills:	Diplomacy +14, Hide +60, Intimidate +57, Knowledge (geography, nature) +54, Listen +55, Move Silently +60, Ride +60, Search +54, Sense Motive +55, Spot +55, Survival +55	Jump +10, Listen +8, Spot +13
Feats:	Blind-Fight, Cleave, Great Cleave, Improved Critical (longsword), Improved Initiative, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Track, Trample, Weapon Focus (longsword)	Alertness, Endurance, Flyby Attack, Improved Initiative, Multiattack
Epic Feats:	Dire Charge, Epic Weapon Focus (longsword), Overwhelming Critical (longsword), Superior Initiative	
Climate/Terrain:	Any cold	Any cold
Organization:	Solitary or company (2-5)	Solitary (with rider)
Challenge Rating:	25	9
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	47+ HD (Medium)	13-24 HD (Large); 25-36 HD (Huge)

A hoary hunter's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

A critical hit (or the blow that would kill or render a foe unconscious) from the hoary hunter's blade does not wound the hunter's prey. Instead, the victim is bodily transported as per a *soul binding* spell heightened to 16th level (DC 30) into a

diamond at the end of the sword's hilt.

Spell-Like Abilities: At will—*discern location, true strike, fog cloud, hold monster, plane shift*; 3/day—*dimensional anchor, dominate monster, greater dispel magic*; 1/day—*mage's disjunction, contingent recall and resurrection**. Caster level 23rd; save DC 18 + spell level. **Contingent recall and resurrection* is a variation on an epic spell. When slain, the hoary hunter is actually transported, with its mount, back to the fey realm, where it is resurrected. The only way to truly slay the hoary hunter is to defeat it in its home realm after this epic spell has been exhausted for the day.

HOARY STEED

A hoary steed's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Combat

Air Walk (Su): A hoary steed can ride through the air as well as on the ground, as though affected by a permanent *air walk* spell.

Astral Projection and Ethereality (Su): These abilities function just like the spells of the same names as cast by a 20th-level caster.

Magic Circle Against Good (Su): This ability continuously duplicates the effects of the spell. A hoary steed cannot suppress this ability.

Misty Breath (Su): The breath of a hoary steed functions like a constant *obscuring mist* spell.

Immunities (Ex): A hoary steed is immune to all *charm* and *hold* spells or abilities.

HUNEFER

Medium-Size Undead

Hit Dice:	50d12+3 (603 hp)
Initiative:	+16 (+12 Dex, +4 Improved Initiative)
Speed:	100 ft.
AC:	52 (+12 Dex, +20 natural, +10 insight)
Base Attack/Grapple:	+25/+43
Attack:	Slam +44 (3d6+18/19–20 (+1d6 on critical hit) plus hunefer rot)
Full Attack:	2 slams +44 (3d6+18/19–20 (+1d6 on critical hit) plus hunefer rot)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Despair, hunefer rot, spell-like abilities
Special Qualities:	Blindsight 300 ft., DR 10/–, fast healing 30, SR 37, undead traits, fire vulnerability
Saves:	Fort +18, Ref +30, Will +41
Abilities:	Str 47, Dex 35, Con –, Int 18, Wis 38, Cha 36
Skills:	Concentration +66, Jump +46, Knowledge (religion, the planes) +57, Listen +67, Search +57, Sense Motive +67, Spellcraft +57, Spot +67
Feats:	Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Disarm, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Toughness, Weapon Focus (slam)
Epic Feats:	Devastating Critical (slam), Overwhelming Critical (slam), Spell Stowaway (<i>greater teleport</i>)
Climate/Terrain:	Any
Organization:	Solitary, pair, or court (5–9)
Challenge Rating:	25
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	51–56 HD (Medium-size); 57–60 HD (Large); 61–66 HD (Huge); 67–70 HD (Gargantuan); 71+ HD (Colossal)

Hunefers speak all spoken languages, though it takes one 1d4 rounds to switch between languages.

COMBAT

Despair (Su): The mere sight of a hunefer requires viewers to succeed at a Will saving throw (DC 48) or be paralyzed with fear for 1d4 rounds. Regardless of the outcome of the save, a subject is not again vulnerable to that hunefer's despair ability for 24 hours. The DC is Charisma-based.

Hunefer Rot (Su): Supernatural disease—slam, Fort save (DC 35), incubation period instantaneous; Damage 1d6 temporary Con. Unlike normal diseases, hunefer rot requires a victim to make a successful saving throw every round or take another 1d6 points of temporary Constitution Damage. The rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. An afflicted creature that dies shrivels away into sand unless both *remove disease* and *raise dead* (or better) are cast on the remains within 2 rounds. If the remains are not so treated, on the third round the dust

swirls and forms an 18 HD mummy with the dead foe's equipment under the hunefer's command. (The *mummy dust* epic spell has statistics for an 18 HD mummy.)

Spell-Like Abilities: At will—*chain lightning, displacement, haste, knock, greater dispel magic, passwall, scrying, greater teleport, true seeing, unholy aura, weird*; 1/day—*ruin* (epic spell). Caster level 27th; save DC 23 + spell level. The DC is Charisma-based.

Undead Traits: Immune to poison, *sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects*, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

LAVAWIGHT

Medium-Size Undead (Fire)

Hit Dice:	32d12 (208 hp)
Initiative:	+12 (+8 Dex, +4 Improved Initiative)
Speed:	60 ft.
AC:	46 (+8 Dex, +28 natural)
Base Attack/Grapple:	+16/+37
Attack:	Claw +40 (3d8+21/19-20 (+1d6 on critical hit) plus blazefire) melee
Full Attack:	2 claws +40 (3d8+21/19-20 (+1d6 on critical hit) plus blazefire) melee, 1 skull butt +32 (2d6+10 plus blazefire) melee
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rend 6d8+31, blazefire, spell-like abilities
Special Qualities:	Undead traits, fire subtype, heat aura, SR 34, DR 10/–, fiery hardness
Skills:	Jump +33, Knowledge (religion) +33, Listen +41, Search +35, Spot +41
Feats:	Cleave, Great Cleave, Great Fortitude, Improved Critical (claw), Improved Initiative, Power Attack, Weapon Focus (claw)
Epic Feats:	Blinding Speed (x2), Epic Weapon Focus (claw), Overwhelming Critical (claw)
Saves:	Fort +12, Ref +18, Will +24
Abilities:	Str 52, Dex 27, Con –, Int 10, Wis 22, Cha 28
Climate/Terrain:	Any
Organization:	Solitary or pair
Challenge Rating:	23
Treasure:	Standard
Alignment:	Chaotic evil
Advancement:	33–42 HD (Medium-size); 43–55 HD (Huge)

Lavawights speak Common and Infernal.

COMBAT

Rend (Ex): If the lavawight hits with both of its claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 6d8+31 points of damage.

Blazefire (Su): Living creatures taking damage from a lavawight's attack find themselves ignited with blaze-fire; they must succeed at a Fortitude save (DC 35) or permanently lose 4 hit points. The DC is Charisma-based. The opponent must continue to save every round for the next 6 rounds (7 rounds total) to avoid being permanently drained of 4 more hit points each round. The lavawight heals the same amount of damage whenever a creature is drained of hit points, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. If an opponent is slain by blazefire, only blackened ash remains of the victim. Hit points lost to the blazefire never heal naturally and cannot be magically restored—they are gone for good.

Spell-Like Abilities: At will—*dimension door, flame arrow, spell immunity (sleet storm), fireball, wall of fire*. Caster level 22nd; save DC 19 + spell level. The DC is Charisma-based.

Undead Traits: Immune to poison, *sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects*, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Heat Aura (Su): A 10-foot-radius spread heat aura surrounds a lavawight. All creatures of the fire subtype in the field (including the lavawight) are treated as if having turn resistance +6 (if undead) and fast healing 10. Creatures subject to fire damage take 2d10 points of fire damage each round they remain within the heat aura.

Fire Subtype: Fire immunity, cold vulnerability..

Fiery Hardness (Ex): The lavawight's molten skin provides it with damage reduction of 10/–.

LEGENDARY ANIMAL

	Legendary Bear	Legendary Tiger
	Large Animal	Large Animal
Hit Dice:	20d8+140 (230 hp)	26d8+188 (305 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)	+8 (+4 Dex, +4 Improved Initiative)
Speed:	50 ft.	50 ft.
AC:	21 (-1 size, +2 Dex, +10 natural)	23 (-1 size, +4 Dex, +10 natural)
Base Attack/	+15/+32	+19/+34
Grapple:		
Attack:	Claw +27 (2d6+13) melee	Claw +29 (2d6+11) melee
Full Attack:	2 claws +27 (2d6+13) melee, bite +22 (4d6+6) melee	2 claws +29 (2d6+11) melee, bite +24 (2d8+5) melee
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab	Pounce, improved grab, rake 2d6+5
Special Qualities:	Scent	Scent
Saves:	Fort +19, Ref +14, Will +11	Fort +22, Ref +19, Will +12
Abilities:	Str 36, Dex 14, Con 24, Int 2, Wis 16, Cha 12	Str 32, Dex 18, Con 24, Int 2, Wis 14, Cha 10
Skills:	Climb +15, Jump +21, Listen +14, Spot +14, Swim +20	Climb +13, Hide +15, Jump +19, Listen +12, Move Silently +15, Spot +12, Swim +16
Feats:	Alertness, Athletic, Endurance, Improved Initiative, Iron Will, Run, Track	Alertness, Athletic, Endurance, Improved Initiative, Iron Will, Run, Toughness(x2), Track
Climate/Terrain:	Any forest, hill, mountains, plains, and underground	Any forest, hill, mountains, plains, or underground
Organization:	Solitary or pair	Solitary or pair
Challenge Rating:	9	10
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	21–40 HD (Large)	27–48 HD (Large)

LEGENDARY BEAR

COMBAT

Improved Grab (Ex): To use this ability, a legendary bear must hit with a claw attack.

LEGENDARY TIGER

COMBAT

Pounce (Ex): If a legendary tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the legendary tiger must hit with a bite attack. If it gets a hold, it can rake.

Rake (Ex): A legendary tiger can make two attacks (+30 melee) against a held creature with its hind legs for 2d6+5 points of Damage each. If the legendary tiger pounces on an opponent, it can also rake.

Skills: Legendary tigers receive a +8 racial bonus on Hide and Move Silently checks. *In areas of tall grasses or heavy undergrowth, the Hide bonus improves to +16.

LESHAY

Medium-Size Fey

Hit Dice:	50d6+650 (825 hp)
Initiative:	+21 (+17 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	52 (+17 Dex, +20 insight, +5 natural armor)
Base Attack/Grapple:	+25/+30
Attack:	+10 keen brilliant energy bastard sword +53 (1d10+15/17-20) melee
Full Attack:	2 +10 keen brilliant energy bastard swords +53/+48/+43/+38 (1d10+15/17-20) melee

Space/Reach:	5 ft./5 ft.
Special Attacks:	Gaze, spell-like abilities, leShay weapons
Special Qualities:	Superior two-weapon fighting, DR 15/epic and cold iron, elf traits, immune to poison and disease, low-light vision, SR 42, fast healing 10
Saves:	Fort +29, Ref +44, Will +35
Abilities:	Str 21, Dex 45, Con 37, Int 33, Wis 23, Cha 47
Skills:	Bluff +71, Concentration +66, Diplomacy +77, Disguise +71, Escape Artist +70, Gather Information +24, Hide +70, Intimidate +24, Jump +5, Knowledge (local, nature) +59, Listen +59, Move Silently +70, Search +59, Speak Language (any five), Spot +59
Feats:	Blind-Fight, Cleave, Dodge, Expertise, Improved Critical (leShay weapon), Improved Initiative, Iron Will, Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Finesse, Weapon Focus (leShay weapon), Whirlwind Attack
Epic Feats:	Blinding Speed, Polyglot, Spell Stowaway (<i>heal</i>)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	28
Treasure:	Standard
Alignment:	Any
Advancement:	None

A leshay's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Spell-Like Abilities: At will—*alter self, detect thoughts, displacement, freedom, greater dispelling, heal, greater invisibility, knock, speak with plants, spell turning, greater teleport, water breathing*. Caster level 28th; save DC 28 + spell level. The DCs are Charisma-based.

LeShay Weapons (Su): Each leShay carries two personal melee weapons that he or she manifests from his or her own life essence. The weapon can change form as he or she shifts from class to class, typically appearing as a bastard sword (one in each hand). When not in combat, the weapons simply do not exist, but leShay can “draw” their weapons from nowhere as a free action. LeShay weapons are considered light weapons for a leShay, regardless of their size.

Superior Two-Weapon Fighting (Ex): A leShay fights with a leShay weapon in each hand. Because these weapons are extensions of its own body, the leShay does not take an attack or Damage penalty for attacking with two weapons.

Gaze (Su): All creatures within 30 feet who meet the gaze of a leShay become affected as if by *charm monster*. A Will save (DC 53) negates the effect. 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. A leShay can also actively gaze as an attack action by choosing a target within range, who must then attempt a saving throw. LeShay are immune to their own gaze. The DC is Charisma-based.

Elf Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on Will saves against enchantment spells or effects; low-light vision (can see twice as far as a human in low-light conditions); entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; Martial Weapon Proficiency (composite longbow, composite shortbow, longbow, longsword, and rapier) as bonus feats; +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

LIVING VAULT

Colossal Construct

Hit Dice:	96d10+80 (608 hp)
Initiative:	-2 (Dex)
Speed:	10 ft. (can't run)
AC:	60 (-8 size, -2 Dex, +60 natural)
Base Attack/Grapple:	+72/+123
Attack:	Slam +99 (10d6+35) melee
Full Attack:	2 slams +99 (10d6+35) melee
Space/Reach:	30 ft./20 ft.
Special Attacks:	<i>Imprisonment</i>
Special Qualities:	Recognition, <i>safekeeping</i> , construct traits, magic immunity, DR 15/epic and adamantine
Saves:	Fort +32, Ref +30, Will +33
Skills:	Jump +0
Abilities:	Str 80, Dex 7, Con -, Int -, Wis 12, Cha 1
Climate/Terrain:	Any

Organization:	Solitary
Challenge Rating:	33
Treasure:	Standard (see text)
Alignment:	Neutral
Advancement:	None

To access a vault, its creator must call the vault from where it is sequestered through the use of a *sending* spell. The vault has no obvious opening; however, items can be stored and retrieved by naming them (the living vault provides an inventory to its creator on request). The item to be stored appears to sink into the living vault's form as if made of mud. Likewise, items retrieved pop out of the living vault's form. Storing and retrieving items in this fashion takes one round per transaction. Creatures other than the vault's master who wish to access the inventory must destroy the vault to do so. If a vault is destroyed, all the objects and creatures stored within immediately emerge.

A living vault's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Imprisonment (Sp): As a free action twice per day, a living vault can project a 60-foot cone. Creatures caught in the cone must make a Will save (DC 58) or be affected as by the *imprisonment* spell, except creatures are stored within the vault's interior. The living vault can hold two Gargantuan creatures, eight Huge creatures, thirty-two Large creatures, one hundred twenty-eight Medium-size creatures, and so on. This assumes that the rest of the vault is also relatively empty, so a large hoard of treasure reduces the number of creatures a living vault can hold at any one time. If *freedom* is later cast upon the very spot where the victim of *imprisonment* disappeared, the victim is freed, though it doesn't appear where it disappeared, but in a space adjacent to wherever the living vault is currently physically located.

Recognition (Ex): Once made, a living vault responds only to its owner; no other being can access the vault's interior. The vault is not fooled by disguised creatures, and can distinguish between its true master and false duplicates, even penetrating disguises used in conjunction with *shapechange*, *alter self*, *disguise self*, *polymorph*, *seeming*, and *simulacrum* and similar effects. The vault does, however, respond to the product of a *clone* spell.

Safekeeping (Sp): At will, a living vault can use a power that combines the effects of *sequester* and *plane shift* to render the vault invisible to any form of sight or divination, and at the same time transfer it to a random portion of the Astral Plane. When in safekeeping mode, the living vault responds to a *sending* by its master, returning to the location from which it left and becoming tangible once again. Creatures and objects that are stored within the vault are treated as if under the effects of *sequester*, whether the vault itself is or not. Often, creatures are brought into the vault via *imprisonment*, but sometimes unconscious or otherwise subdued creatures are stored as an object, in which case they receive no saving throw to resist the effect.

Construct Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Cannot heal Damage (though regeneration and fast healing still apply, if present). Not subject to critical hits, subdual Damage, ability Damage, ability drain, or energy drain. Not at risk of death from massive Damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected. Darkvision 60 ft.

Magic Immunity (Ex): A living vault is immune to all magical and supernatural effects, except as follows. A *freedom* spell cast on it causes it to defer the use of its own *imprisonment* power for 10 rounds.

MERCANE

Large Outsider

Hit Dice:	7d8+21 (52 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	15 (-1 size, +2 Dex, +4 natural)
Base Attack/Grapple:	+7/+13
Attack:	Masterwork falchion +9(2d4+3) melee
Full Attack:	Masterwork falchion +9/+4 (2d4+3) melee
Space/Reach:	10 ft./10 ft.
Special Qualities:	SR 25, spell-like abilities, telepathy
Saves:	Fort +8, Ref +7, Will +8
Abilities:	Str 15, Dex 15, Con 16, Int 20, Wis 17, Cha 15
Skills:	Appraise +19, Bluff +12, Diplomacy +12, Gather Information +12, Intimidate +12, Knowledge (arcana) +15, Knowledge (the planes) +15, Listen +13, Profession (bookkeeper) +13, Sense Motive +13, Sleight of Hand +14, Spellcraft +15, Spot +12
Feats:	Expertise, Improved Disarm, Improved Feint
Climate/Terrain:	Any land and underground

Organization:	Company (1–4 mercenaries and 3–18 5th-level fighter bodyguards) or progression (1 mercenary, 3 14th-level fighters, 1 21st-level fighter/2nd-level Union Sentinel)
Challenge Rating:	5
Treasure:	Double standard
Alignment:	Always lawful neutral
Advancement:	By character class
Level Adjustment:	+7

Mercenaries speak Abyssal, Celestial, Draconic, Infernal, and at least two other languages.

COMBAT

Spell-Like Abilities: 3/day—*dimension door, invisibility*; 1/day—*secret chest, plane shift*. Caster level 14th; save DC 12 + spell level.

Telepathy (Su): Mercenaries can communicate telepathically with any creature within 100 feet that has a language.

Skills: Mercenaries receive a +4 racial bonus on Appraise checks.

MERCANE CHARACTERS

A mercane's favored class is wizard. Player character mercenaries have a level adjustment of +7.

MU SPORE

Colossal Plant

Hit Dice:	35d8+315 (472 hp)
Initiative:	+5 (-3 Dex, +8 Superior Initiative)
Speed:	40 ft.
AC:	27 (-3 Dex, -8 size, +28 natural)
Base Attack/Grapple:	+26/+55
Attack:	Tendril +31 (2d6+13/19-20) melee
Full Attack:	4 tendrils +31 (2d6+13/19-20) melee, 1 bite +26 (4d6+6/19-20) melee
Space/Reach:	30 ft./30 ft.
Special Attacks:	Spore cough, improved grab, swallow whole
Special Qualities:	Acid resistance 20, blindsight 210 ft., DR 10/epic, fast healing 10, plant traits, sticky
Saves:	Fort +28, Ref +8, Will +20
Abilities:	Str 36, Dex 5, Con 29, Int 18, Wis 28, Cha 28
Skills:	Bluff +47, Diplomacy +13, Gather Information +13, Hide +35, Intimidate +13, Jump +13, Knowledge (local, nature) +42, Listen +47, Spot +47
Feats:	Cleave, Great Cleave, Improved Critical (bite), Improved Critical (tendril), Improved initiative, Lightning Reflexes, Power Attack
Epic Feats:	Epic Reflexes, Epic Toughness (x3), Superior Initiative
Climate/Terrain:	Any
Organization:	Solitary, pair, or polyp (3–7)
Challenge Rating:	21
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	36+ HD (Colossal)

Mu spores speak Common and Terran.

A mu spore's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Spore Cough (Su): Once every 1d4 rounds a mu spore can release a cloud of burrowing spores. This spore cough is treated as a 100-foot-cone breath weapon. The burrowing spores deal 20d8 points of Damage to all creatures and structures in the area, or half Damage to any creatures that make a Reflex save (DC 36). The DC is Charisma-based.

Improved Grab (Ex): If a mu spore hits with a tendril, it deals normal Damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Improved grab works only against Gargantuan and smaller opponents. The mu spore has the option to conduct the grapple normally, transfer the victim to its mouth as a free action, or simply use its tendril to hold the opponent. Each successful grapple check it makes during successive rounds automatically deals the Damage given for the tendril.

Swallow Whole (Ex): If the mu spore begins its turn with an opponent held in its mouth, 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. A swallowed creature takes twice the Damage given for the mu spore's bite every round. A swallowed creature is considered grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light piercing or slashing weapon, if it can deal 33 points of Damage in this fashion, or it can just try to escape the grapple. If the swallowed creature chooses the latter course, success puts it back in the mu spore's mouth, where it may be bitten or swallowed again.

Sticky (Ex): Sticky tendrils cover a mu spore, many more than the four main tendrils it uses for combat. Any creature that touches or successfully attacks a mu spore with a melee weapon is subject to a free improved grab check by the mu spore, as if the mu spore had successfully attacked the creature with a tendril. A creature wielding a melee weapon must immediately relinquish its grip on its weapon, or proceed with the grapple check. If the subject relinquishes its grip on its weapon, the weapon is swallowed the following round. Creatures who attack the mu spore in melee without a weapon they can release (such as those with natural attacks only) do not have this option.

Plant Traits: Immune to poison, sleep, paralysis, stunning, and polymorphing; not subject to critical hits or mind-affecting effects.

NEH-THALGGU (BRAIN COLLECTOR)

Huge Aberration (Extraplanar, Incorporeal)

Hit Dice:	32d8+192 (336 hp)
Initiative:	+12 (+4 Dex, +8 Superior Initiative)
Speed:	60 ft. or via <i>dimension door</i>
AC:	35 (-2 size, +4 Dex, +3 deflection, +20 insight)
Base Attack/Grapple:	+24/–
Attack:	Bite +26 (4d10 + 12 plus poison) melee
Full Attack:	Bite +26 (4d10 + 12 plus poison) melee, 10 head-tentacles +21 (2d10 plus ability drain) melee touch attack
Space/Reach:	15 ft./10 ft.
Special Attacks:	Extract brains (ranged attack), poison, spells
Special Qualities:	<i>Dimensional travel</i> , DR 10/epic, incorporeal traits, amorphous physiology, manifest maw, SR 30, darkvision 60 ft.
Saves:	Fort +16, Ref +14, Will +23
Abilities:	Str –, Dex 19, Con 22, Int 20, Wis 20, Cha 17
Skills:	Concentration +41, Hide +39, Knowledge (arcana, the planes) +40, Move Silently +39, Search +40, Spellcraft +40
Feats:	Blind-Fight, Combat Reflexes, Dodge, Eschew Materials, Expertise, Improved Initiative, Maximize Spell, Mobility, Power Attack, Spring Attack
Epic Feats:	Superior Initiative
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	26
Treasure:	Triple standard
Alignment:	Usually chaotic neutral, neutral evil, or chaotic evil
Advancement:	33–66 HD (Gargantuan); 67–112 HD (Colossal)

A creature whose brain has been harvested by a brain collector cannot be raised, reincarnated, or resurrected while the brain is in the creature, because the collector preserves and draws upon the soul and basic personality of the creature for as long as it retains the brain. Neh-thalggus' own language is a silent sign language "spoken" with their writhing head-tentacles. They can also communicate telepathically with any creature that has a language within 100 feet.

A neh-thalggus' natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Poison (Ex): A neh-thalggus' bite injects a debilitating poison (DC 32) that Damages the victim's Constitution. He or she loses half his or her current Constitution immediately on a failed save and must save again 1 minute later or lose half of his or her remaining Constitution. If the character survives, he or she heals the ability Damage at the normal rate (1 point per day). The save DC is Constitution-based.

Head-Tentacles (Ex): The long, whiplike tentacles that frame either side of a brain collector's face can deliver a dangerous touch attack that, if successful, causes the target to dehydrate and wither (2d10 points of desiccation Damage). In addition, each successful tentacle attack drains 1 point of Strength, 1 point of Dexterity, and 1 point of Constitution. This is permanent ability drain and may only be reversed by spells such as *restoration* and *greater restoration*. It can bring all ten tentacles to bear on a single target facing it or divide its attacks against up to ten targets that it threatens.

Extract Brains (Sp): Once every 1d4 rounds, as a full-round action, a brain collector can extract the brain from a target creature in line of sight. This attack is psionic in nature and can be blocked by a *dimensional anchor* currently in force on the target. The target gets a Will save (DC 31) to resist the extraction. The save DC is Intelligence-based. If the save fails, his or her brain is drawn out intact through the skull by extradimensional means and sucked up by the brain collector, lodging in an unused storage sac above and behind its eyes. If the save succeeds, he or she takes 9d6 points of Damage and is stunned for 1d4+1 rounds. A brain collector prefers to absorb brains of high-level arcane spellcasters but is fully capable of extracting those of other foes as a highly effective attack. When encountered, assume a neh-thalgu has a full retinue of thirteen stolen brains. Each brain less than the full thirteen bestows one negative level on the neh-thalgu (though these never convert to actual level loss), which is a powerful incentive for the creature to always keep its brain-sacs filled. A neh-thalgu is free to draw on all the Knowledge skills of each brain it currently stores, using the base ranks in a skill possessed by each brain, and adjusted by the neh-thalgu's own skill modifiers for the Knowledge skill in question (or its Intelligence modifier, for a skill it has no ranks in).

Dimensional Travel (Sp): A brain collector's preferred method of locomotion is via *dimension door*, which it can do as a quickened action, once per round. It can also use *teleport without error* or *plane shift* at will as a move-equivalent action.

Spells (Sp): A fully grown brain collector can cast arcane spells as a 13th-level sorcerer (one level of spell-casting ability per brain).

Incorporeal: A neh-thalgu is not wholly in our reality but always remains partially extradimensional. Thus it can be harmed only by other incorporeal creatures, +1 or better weapons, magic, or psionics, with a 50% chance to ignore any Damage from a corporeal source. It can pass through solid objects at will, and its own attacks pass through armor (except for its bite attack, which is treated as if a corporeal attack). It always moves silently unless it chooses otherwise.

Amorphous Physiology (Ex): A brain collector does not have fixed organs. As such, it is immune to critical hits, death from massive Damage, sneak attacks, and coup de grace.

Manifest Maw: Though it is an incorporeal creature, a neh-thalgu can manifest its mouth in corporeal form as a standard action. While so manifested, the mouth can deliver bite attacks against corporeal creatures or pick up objects. The mouth bites as if it had Str 35.

Feats: A neh-thalgu gains Power Attack as a bonus feat, even though it has no Strength score.

PARAGON CREATURE

CREATING A PARAGON CREATURE

"Paragon" is a template that can be added to any creature (referred to hereafter as the base creature).

The base creature's type remains unchanged. The paragon creature uses all the base creature's statistics and special abilities except as noted here.

HD: A paragon creature always has maximum hit points. Paragon creatures also gain an additional 12 hit points per HD.

Speed: A paragon creature's speed triples, for all movement types.

AC: Paragon creatures gain a +12 insight bonus to AC and a +12 luck bonus to AC. They also gain a +5 natural armor bonus (if the creature already has natural armor, use whichever is better).

Attacks: A paragon creature makes all its attacks with a +25 luck bonus on the attack roll.

Damage: A paragon creature gains a +20 luck bonus on Damage rolls for all melee and thrown ranged attacks.

Special Attacks: A paragon creature's special attacks, if any, all gain a +13 insight bonus, if applicable. The +13 insight bonus may only be applied to a given special ability once.

Spell-Like Abilities (Sp) or Psionics (Sp): If the base creature has spell-like abilities, it gains +15 to its caster level to use those abilities. A paragon creature also gains the ability to use *greater dispel magic*, *haste*, and *see invisibility* three times per day, even if it did not have spell-like abilities before, at 15th caster level.

Special Qualities: A paragon creature retains all the special qualities of the base creature and also gains the following.

- Fire and cold resistance 10. If the creature already possesses such resistance, use whichever is better.
- Damage reduction 10/epic. If the creature already possesses Damage reduction, use whichever is better.
- Spell resistance equal to the paragon creature's CR +25. If the creature already possesses spell resistance, use whichever is higher.
- Fast healing 20. If the creature already possesses fast healing, use whichever is better.
- A paragon creature's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Saves: The paragon creature gains a +10 insight bonus on all its saving throws.

Abilities: All ability scores are 15 points higher than those of the base creature.

Skills: The paragon creature gains a +10 competence bonus on all its skill checks.

Feats: Same as the base creature, plus one bonus feat.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating: As base creature +15.

Treasure: Standard for a creature of the adjusted CR.

Alignment: Same as the base creature.
Advancement: Same as the base creature.

PRISMASAURUS

Huge Magical Beast

Hit Dice:	60d10+620 (950 hp)
Initiative:	+15 (+7 Dex, +8 Superior Initiative)
Speed:	30 ft.
AC:	55 (-2 size, +7 Dex, +40 natural)
Base Attack/Grapple:	+60/+79
Attack:	Bite +72 (8d10+11/ 19–20 (+1d6 on critical hit)) melee
Full Attack:	Bite +72 melee (8d10+11/ 19–20 (+1d6 on critical hit)), tail +67 (10d6+5) melee
Space/Reach:	15 ft./10 ft.
Special Attacks:	Prismatic emanations
Special Qualities:	Immunities, prismatic blur, SR 38, DR 10/–
Saves:	Fort +41, Ref +39, Will +24
Abilities:	Str 32, Dex 25, Con 29, Int 4, Wis 19, Cha 10
Skills:	Listen +37, Spot +38
Feats:	Alertness, Cleave, Combat Reflexes, Dodge, Endurance, Great Cleave, Improved Critical (bite), Improved Initiative, Power Attack, Weapon Focus (bite), Weapon Focus (tail)
Epic Feats:	Devastating Critical (bite), Epic Endurance, Epic Toughness (x4), Epic Weapon Focus (bite), Epic Weapon Focus (tail), Overwhelming Critical (bite), Superior Initiative
Climate/Terrain:	Any sunny land
Organization:	Solitary or pair
Challenge Rating:	28
Treasure:	None
Alignment:	Always neutral
Advancement:	61–90 HD (Huge); 91–150 HD (Gargantuan)

COMBAT

Prismatic Emanations (Su): The reflected and refracted light from the prismasaurus's crystalline ridge functions very similarly to the *prismatic spray* spell. Any creature of less than 8 HD that is within 30 feet of the creature is automatically blinded for 2d4 rounds. In addition, any creature within 20 feet of the prismasaurus is randomly struck by one or more rays of light, as determined by the table that accompanies the *prismatic spray* spell. This effect is as the *prismatic spray* spell in a 30-foot-radius spread, but is otherwise as cast by a 20th-level caster. The save DC for the *prismatic spray* effects is 49.

Immunities (Su): It is immune to poison, gases, petrification, and mind-affecting attacks.

Prismatic Blur (Ex): The reflected and refracted light that constantly surrounds the creature blurs the creature's outline and makes it difficult to properly target. All melee and ranged attacks against the creature have a 50% miss chance.

PSEUDONATURAL TROLL

Large Outsider (Extraplanar)

Hit Dice:	6d8+66 (114 hp)
Initiative:	+7 (Dex)
Speed:	60 ft.
AC:	51 (-1 size, +7 Dex, +35 natural)
Base Attack/Grapple:	+4/+40
Attack:	Tentacle rake +35 (2d8+17) melee
Full Attack:	5 tentacle rakes +35 (2d8+17) melee
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constant insight, improved grab, rend 4d8+25, rotting constriction
Special Qualities:	DR 5/epic, SR 30, acid and electricity resistance 20, regeneration 5, scent, spell-like abilities, darkvision 90 ft.
Saves:	Fort +16, Ref +9, Will +8
Abilities:	Str 45, Dex 24, Con 33, Int 6, Wis 19, Cha 6
Skills:	Climb +26, Hide +16, Jump +38, Listen +15, Move Silently +16, Spot +15
Feats:	Alertness, Iron Will, Track

Climate/Terrain:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	21
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

Pseudotrolls speak Giant.

A pseudotroll's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Constant Insight (Su): A pseudotroll makes all its attacks (including grapples) with a +15 insight bonus (calculated into the above statistics). The creature is not affected by the miss chance that applies to attacks against a concealed target.

Improved Grab (Ex): If a pseudonatural troll hits an opponent smaller than it with a tentacle, it deals normal Damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): If a pseudotroll hits with two or more tentacle rake attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional $4d8+25$ points of Damage, and can be used concurrently with its improved grab ability.

Rotting Constriction (Ex): Once a pseudotroll has hold of an opponent, each successful grapple check it makes during subsequent rounds automatically drains 2d4 points of Constitution. At the same time, the pseudotroll regains 10 lost hit points.

Regeneration (Ex): Fire and acid deal normal Damage to a pseudotroll. If a pseudotroll loses a tentacle or body part, the lost portion regrows in 1 minute. The creature can reattach the severed member instantly by holding it to the stump.

Spell-Like Abilities: At will—*blur, dimension door, shield, unhallow*. Caster level 20th; save DC 8 + spell level. The DC is Charisma-based.

Alternate Form (Su): At will, a pseudotroll can take the form of a grotesque, tentacled mass (or another appropriately gruesome form), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a –1 morale penalty on their attack rolls against a pseudotroll in this alternate form.

CREATING A PSEUDONATURAL CREATURE

“Pseudonatural” is a template that can be added to any corporeal creature (referred to hereafter as the base creature).

Size and Type: The creature's type changes to outsider (extraplanar). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

HD: A pseudonatural creature always has maximum hit points.

Speed: A pseudonatural creature's speed doubles, for all movement types.

AC: Pseudonatural creatures gain a +35 natural armor bonus. If the creature already has an armor bonus, use whichever is better.

Attack/Full Attack: A pseudonatural creature substitutes tentacle rake attacks for its melee attacks while in pseudonatural form. These tentacle attacks always use the creature's best attack bonus. It also gains additional tentacle rake attacks (also at its best attack bonus) as noted on the table below.

Damage: Tentacle rakes from a pseudonatural creature deal Damage equal to $2d8 + \text{Str modifier}$.

Special Attacks: A pseudonatural creature retains all the special attacks of the base creature and also gains the following.

Constant Insight (Su): The creature makes all its attacks with a +15 insight bonus. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Improved Grab (Ex): If the creature hits an opponent smaller than it with a tentacle, it deals normal Damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rotting Constriction (Ex): Once the creature has hold of an opponent, each successful grapple check it makes during subsequent rounds permanently drains 2d4 points of Constitution. At the same time, the creature regains 10 lost hit points.

Spell-Like Abilities: At will—*blur, dimension door, shield, unhallow*. Caster level 20th. The DCs are Charisma-based.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following.

- Electricity and acid resistance of a varying amount related to its Hit Dice (see the table below). If the creature already possesses such resistance, use whichever is better.
- Damage reduction of a varying amount related to its Hit Dice (see the table below). If the creature already possesses Damage reduction, use whichever is better.
- Spell resistance equal to the creature's HD $\times 5$. If the creature already possesses spell resistance, use whichever is higher.
- One extra tentacle rake attack (the creature can use another of its many tentacles to attack at no penalty while in pseudonatural form) for each 4 HD the creature has.
- A pseudonatural creature's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Hit Dice	Electricity and Acid Resistance	Damage Reduction	Extra Tentacle Rake Attacks
1–3	15	5/epic	1
4–7	20	5/epic	2
8–11	25	10/epic	3
12–15	30	10/epic	4
16–19	35	15/epic	5
20–24	40	15/epic	6
each 4 more HD	+5	15/epic	+1

If the creature already has one or more of these special qualities, use the better value.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a –1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +22, Con +10, Dex +10, Wisdom +10, Intelligence at least 3.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating: Up to 6 HD, as base creature +16; 7 HD to 15 HD, as base creature +13; 16+ HD, as base creature +10

Treasure: Same as the base creature.

Alignment: Same as base creature.

Advancement: Same as the base creature.

RUIN SWARM

Tiny Vermin (Swarm)

Hit Dice:	50d8+500 (725 hp)
Initiative:	+16
Speed:	20 ft., climb 20 ft., fly 90 ft. (perfect)
Armor Class:	30 (+2 size, +16 Dex, +2 natural), touch 28, flatfooted 14
Base Attack/Grapple:	+37/—
Attack:	Swarm (5d6)
Full Attack:	Swarm (5d6)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Blinding, distraction (DC 45)
Special Qualities:	Blindsight, fast healing 15, swarm traits, vermin traits
Saves:	Fort +37, Ref +34, Will +22
Abilities:	Str 3, Dex 42, Con 30, Int—, Wis 23, Cha 32
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary, cloud (2–4 swarms), or plague (5–8 swarms)
Challenge Rating:	23
Treasure:	None
Alignment:	Always neutral
Advancement:	None

Combat

Blinding (Ex): Any living creature that begins its turn with a ruin swarm in its space must make a Fortitude save (DC 51) or be blinded for one round. The save DC is Dexterity-based.

Blindsight (Ex): The ruin swarm notices and locates creatures within 200 ft. Opponents still have 100% concealment against the swarm (but swarm attacks ignore concealment).

Distraction (Ex): Any living creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 45 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Concentration check (DC 20). The save DC is Constitution-based.

Swarm 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.

Reducing a swarm to 0 hit points or fewer causes the swarm 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 another.

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 if the swarm has an intelligence score and a hive mind. A swarm takes a -10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenade-like weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

A swarm rendered unconscious by means of subdual damage becomes disorganized and dispersed, and does not re-form until its hit points exceed its subdual damage.

Vermin Traits: A ruin swarm is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision (60-foot range).

SHADOW OF THE VOID

Large Undead (Cold, Incorporeal)

Hit Dice:	35d12 (227 hp)
Initiative:	+17 (+9 Dex, +8 Superior Initiative)
Speed:	Fly 60 ft. (perfect)
AC:	48 (-1 size, +9 Dex, +10 deflection, +20 insight)
Base Attack/Grapple:	+17/—
Attack:	Incorporeal touch +25 (2d6 plus blightfire) melee
Full Attack:	Incorporeal touch +25 (2d6 plus blightfire) melee
Space/Reach:	10 ft./10 ft.
Special Attacks:	Blightfire, create spawn, spell-like abilities
Special Qualities:	Undead traits, incorporeal traits, turn resistance +6, cold subtype, cold aura, SR 36, DR 10/epic
Saves:	Fort +13, Ref +20, Will +26
Abilities:	Str —, Dex 29, Con —, Int 17, Wis 25, Cha 31
Skills:	Diplomacy +48, Hide +47, Intimidate +48, Listen +45, Search +41, Sense Motive +45, Spot +45
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Great Fortitude, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack
Epic Feats:	Blinding Speed, Improved Combat Reflexes, Spellcasting Harrier, Superior Initiative
Climate/Terrain:	Any
Organization:	Solitary or gang (2–5)
Challenge Rating:	26
Treasure:	None
Alignment:	Always lawful evil
Advancement:	36–42 HD (Large); 43–70 HD (Huge)

A shadow of the void's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Combat

Blightfire (Su): Living creatures taking Damage from a shadow of the void's incorporeal touch attack find themselves ignited with blightfire; cold, black flames cascade over their bodies, and they must succeed at a Fort save (DC 37) or permanently lose 6 points of Constitution. The opponent must continue to save every round for the next 6 rounds (7 rounds total) to avoid being permanently drained of 6 more Con points. The creature heals 30 points of Damage whenever it drains 6 points of Constitution, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. If the opponent is slain by blight-fire, only icy fragments of the victim remain, until they reform as a winterwight. The save DC is Charisma-based.

Create Spawn (Su): Any humanoid slain by a shadow of the void becomes a winterwight in 1d4 rounds. Winterwights are under the command of the shadow of the void that created them and remain enslaved until its death. They do not possess any of the abilities they had in life, though they do possess general knowledge of the slain creature. This knowledge is used for evil purposes, if possible.

Spell-Like Abilities: 3/day—*deeper darkness, freezing sphere*. Caster level 24th; save DC 20 + spell level. The save DC is Charisma-based.

Incorporeal Traits: Can be harmed only by other incorporeal creatures, magic weapons, or magic, with a 50% chance to ignore any Damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual Damage, ability Damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive Damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Cold Subtype: Immunity to cold. Vulnerability to fire, (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).

Cold Aura (Su): A 10-foot-radius spread cold aura surrounds a shadow of the void. All creatures of the cold sub-type in the area (including the shadow of the void) are treated as if having turn resistance +6 (if undead) and fast healing 10. Creatures subject to cold Damage take 2d10 points of cold Damage each round they remain within the cold aura.

SHAPE OF FIRE

Large Undead (Fire, Incorporeal)

Hit Dice:	35d12 (227 hp)
Initiative:	+17 (+9 Dex, +8 Superior Initiative)
Speed:	Fly 60 ft. (perfect)
AC:	48 (–1 size, +9 Dex, +10 deflection, +20 insight)
Base Attack/Grapple:	+17/–
Attack:	Incorporeal touch +25 (2d6 plus blazefire) melee
Full Attack:	Incorporeal touch +25 (2d6 plus blazefire) melee
Space/Reach:	10 ft./10 ft.
Special Attacks:	Blazefire, create spawn, spell-like abilities
Special Qualities:	Undead traits, incorporeal traits, turn resistance +6, fire subtype, heat aura, SR 36, DR 10/epic
Saves:	Fort +13, Ref +20, Will +26
Abilities:	Str –, Dex 29, Con –, Int 17, Wis 25, Cha 31
Skills:	Diplomacy +48, Hide +47, Intimidate +48, Listen +45, Search +41, Sense Motive +45, Spot +45
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Great Fortitude, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack
Epic Feats:	Blinding Speed, Improved Combat Reflexes, Spellcasting Harrier, Superior Initiative
Climate/Terrain:	Any
Organization:	Solitary or gang (2–5)
Challenge Rating:	26
Treasure:	None
Alignment:	Always lawful evil
Advancement:	36–42 HD (Large); 43–70 HD (Huge)

A shape of fire's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Blazefire (Su): Living creatures taking Damage from a shape of fire's incorporeal touch attack find them-selves ignited with blazefire; white-hot, lambent flames cascade over their bodies, and they must succeed at a Fort save (DC 37) or permanently lose 10 hit points. The opponent must continue to save every round for the next 6 rounds (7 rounds total) to avoid being permanently drained of 10 more hit points each round. The shape of fire heals the same amount of Damage whenever a creature is drained, gaining any excess hit points as temporary hit points. These temporary hit points last a maximum of 1 hour. If the opponent is slain by blazefire, only blackened ash remains of the victim. Hit points lost to the blazefire never heal naturally and cannot be magically restored—they are gone for good. The save DC is Charisma-based.

Create Spawn (Su): Any humanoid slain by a shape of fire becomes a lavawight in 1d4 rounds. Lavawights are under the command of the shape of fire that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Spell-Like Abilities: 3/day—*fire storm*, *incendiary cloud*. Caster level 24th; save DC 20 + spell level. The save DC is Charisma-based.

Incorporeal Traits: Can be harmed only by other incorporeal creatures, magic weapons, or magic, with a 50% chance to ignore any Damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual Damage, ability Damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive Damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Fire Subtype: Immunity to fire. Vulnerability to cold (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).

Heat Aura (Su): A 10-foot-radius spread heat aura surrounds a shape of fire. All creatures of the fire subtype in the area (including the shape of fire) are treated as if having turn resistance +6 (if undead) and fast healing 10. Creatures subject to fire Damage take 2d10 points of fire Damage each round they remain within the heat aura.

SIRRUSH

Large Magical Beast

Hit Dice:	40d10+680 (900 hp)
Initiative:	+23 (+15 Dex, +8 Superior Initiative)
Speed:	90 ft.
AC:	44 (+15 Dex, -1 size, +20 natural)
Base Attack/Grapple:	+40/+60
Attack:	Claw +56 (2d6+16/19–20 (+1d6 on critical hit)) melee
Full Attack:	4 claws +56 (2d6+16/19–20 (+1d6 on critical hit)) melee, bite +54 (4d6+8) melee
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, stunning roar
Special Qualities:	Blindsight 300 ft., DR 10/epic, darkvision 60 ft., fast healing 20, low-light vision, SR 39, scent; acid, cold, electricity, fire, and sonic resistance 10
Saves:	Fort +39, Ref +37, Will +27
Abilities:	Str 42, Dex 40, Con 44, Int 21, Wis 38, Cha 28
Skills:	Climb +59, Hide +58, Jump +83, Listen +57, Move Silently +58, Spot +57, Survival +57
Feats:	Cleave, Great Cleave, Improved Critical (claw), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw)
Epic Feats:	Blinding Speed (x4), Overwhelming Critical (claw), Superior Initiative
Climate/Terrain:	Any
Organization:	Solitary, pair, or pack (4–9 sIRRushes and 1–2 three-headed sIRRushes)
Challenge Rating:	24
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	41–50 HD (Large), 51–60 HD (Huge), 61+ HD (Gargantuan)

THREE-HEADED SIRRUSH

Large Magical Beast

Hit Dice:	45d10+855 (1,102 hp)
Initiative:	+25 (+17 Dex, +8 Superior Initiative)
Speed:	120 ft.
AC:	50 (+17 Dex, -1 size, +24 natural)
Base Attack/Grapple:	+45/+67
Attack:	Claw +63 (3d6+18/19–20 (+1d6 on critical hit)) melee
Full Attack:	4 claws +63 melee, 3 bites +61 melee
Space/Reach:	10 ft./5 ft.
Special Attacks:	Pounce, stunning roar
Special Qualities:	Blindsight 350 ft., DR 10/epic, darkvision 60 ft., fast healing 25, low-light vision, SR 42, scent; acid, cold, electricity, fire, and sonic resistance 15
Saves:	Fort +45, Ref +43, Will +33
Abilities:	Str 47, Dex 45, Con 49, Int 26, Wis 43, Cha 33
Skills:	Balance +65, Climb +66, Hide +65, Intimidate +59, Jump +102, Listen +64, Move Silently +65, Search +56, Spot +64, Survival +64
Feats:	Cleave, Great Cleave, Improved Critical (claw), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw)
Epic Feats:	Blinding Speed (x6), Overwhelming Critical (claw), Superior Initiative
Climate/Terrain:	Any
Organization:	Solitary, pair, or pack (1–2 three-headed sIRRushes and 4–9 sIRRushes).
Challenge Rating:	28
Treasure:	Standard
Alignment:	Usually chaotic neutral

Advancement:	46–55 HD (Large); 56–65 HD (Huge); 66+ HD (Gargantuan)
Sirrushes speak Sylvan and Draconic.	
A sirrush's natural weapons are treated as epic for the purpose of overcoming damage reduction.	
COMBAT	
Stunning Roar (Ex):	Every 1d4 rounds, a sirrush can loose a sonic attack of such volume that it stuns all creatures in a 60-foot spread for 1d4 rounds if they fail a Fortitude saving throw (DC 47, or DC 51 for a three-headed sirrush). The DC is
Pounce (Ex):	If a sirrush charges or leaps upon a foe during its first round of combat, it can make a full attack even if it has already taken a move action.
Headless Resistance (Ex):	A sirrush's thick bony plate protects its neck like a shield and provides resistance from effects that could normally behead it, such as a vorpal weapon. When a sirrush or three-headed sirrush would otherwise lose its head, it instead makes a Fortitude saving throw (DC 10 + 1/2 HD of attacker + attacker's Str modifier). On a failed save, the sirrush's head leaves its shoulders normally, but on a successful save, the sirrush is unaffected by the beheading. A sirrush dies when beheaded; a three-headed sirrush goes on fighting until all its heads are lost (the only penalty it incurs is one or two fewer bite attacks when it makes a full attack).

TAYELLAH

Gargantuan Magical Beast

Hit Dice:	34d10+448 (635 hp)
Initiative:	+27 (+19 Dex, +8 Superior Initiative)
Speed:	100 ft.
AC:	44 (+19 Dex, -4 size, +15 insight, +4 natural)
Base Attack/Grapple:	+34/+57
Attack:	Claw +52 (2d8+11) melee
Full Attack:	2 claws +52 (2d8+11) melee, 3 bites +47 (2d6+5) melee, sting +39 (3d6+5 plus poison) melee
Space/Reach:	20 ft./15 ft.
Special Attacks:	Pounce, improved grab, rake 4d6+15
Special Qualities:	SR 34, DR 10/epic
Saves:	Fort +31, Ref +38, Will +22
Abilities:	Str 32, Dex 48, Con 34, Int 14, Wis 32, Cha 19
Skills:	Hide +44, Jump +39, Listen +48, Move Silently +56, Spot +48
Feats:	Combat Reflexes, Improved Initiative, Iron Will, Track, Weapon Focus (bite), Weapon Focus (claw), Weapon Finesse
Epic Feats:	Epic Toughness (x2), Epic Weapon Focus (bite), Epic Weapon Focus (claw), Superior Initiative,
Climate/Terrain:	Any temperate or cold land
Organization:	Solitary or pair
Challenge Rating:	24
Treasure:	None
Alignment:	Always neutral
Advancement:	35–68 HD (Gargantuan); 69–102 HD (Colossal)

A tayannah's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Poison (Ex): Sting, Fort save (DC 39); initial and secondary Damage 2d10 temporary Con. The save DC is Constitution-based.

Pounce (Ex): If a tayannah leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the tayannah must hit with two of its claw attacks. If it gets a hold, it can rake.

Rake (Ex): A tayannah that gets a hold can make two additional rake attacks (+44 melee) with legs it normally only uses for walking, dealing 4d6+5 points of Damage each. If the tayannah pounces on an opponent, it can also rake.

THORCIASID

Medium-Size Aberration

Hit Dice:	29d8+348 (478 hp)
Initiative:	+22 (+14 Dex, +8 Superior Initiative)
Speed:	70 ft.
AC:	42 (+14 Dex, +18 natural)

Base Attack/Grapple:	+21/+27
Attack:	Forelimb +36 (0 plus ability drain) melee touch
Full Attack:	2 forelimbs +36 (0 plus ability drain) melee touch, 2 antennae +30 (antenna 0 plus energy drain) melee touch
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ability drain, energy drain, cocoon
Special Qualities:	DR 10/epic, darkvision 240 ft., scent, SR 34, fire resistance 30
Saves:	Fort +21, Ref +25, Will +25
Abilities:	Str 22, Dex 38, Con 34, Int 25, Wis 29, Cha 31
Skills:	Bluff +42, Concentration +44, Diplomacy +38, Escape Artist +46, Hide +46, Intimidate +38, Jump +22, Listen +41, Move Silently +46, Spot +41, Survival +25
Feats:	Dodge, Expertise, Improved Disarm, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (forelimb)
Epic Feats:	Blinding Speed, Superior Initiative
Climate/Terrain:	Any
Organization:	Solitary, pair, or infestation (4–7)
Challenge Rating:	22
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	30–36 HD (Medium-size); 37–42 HD (Large)

Thorciasids speak Common, Elven, Dwarven, and Giant.

A thorciasid's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Cocoon (Ex): A thorciasid can eject a stream of noxious goo that hardens on contact, potentially fixing a subject in place and hindering its movement and actions. Using a standard action, the thorciasid makes a ranged touch attack against any foe it can see up to 60 feet away. If it succeeds at the ranged touch attack, the subject makes a grapple check against the cocoon. This is accomplished as if the thorciasid itself were making the grapple check with a competence bonus of +10, for a total check modifier of +37. On a failed check for the subject, the goo hardens into a partial cocoon, and the victim is treated as if grappled (even though the thorciasid is free to do as it desires). The subject can attempt to break the grapple of the cocoon (or use Escape Artist) each round, making an opposed grapple check against the cocoon (check modifier +37 for the cocoon). A thorciasid can reinforce a partial cocoon by spending a standard action secreting additional goo. Each action so spent provides an additional +5 to the cocoon's grapple check modifier. Visually, the victim becomes more and more covered and is finally completely encased in a cocoon. Even fully encased victims can still breathe, and a thorciasid can drain a victim's life force at its leisure.

Ability Drain (Su): On a successful melee touch attack with a forelimb, the thorciasid permanently drains 1d4+1 points of Strength, 1d4+1 points of Dexterity, and 1 point of Constitution from the victim. The thorciasid regains 20 lost hit points with each successful ability drain.

Energy Drain (Su): On a successful melee touch attack with an antenna, the thorciasid gives the victim one negative level. Each negative level bestowed upon a victim gives the thorciasid +1 bonus to its Constitution that lasts for 24 hours. The negative levels similarly last for 24 hours, at which time the victim must make a Fortitude saving throw (DC 34) to avoid level loss. The save DC is Charisma-based.

TITAN,ELDER

Colossal Outsider (Extraplanar)

Hit Dice:	70d8+700 (1,015 hp)
Initiative:	+0
Speed:	150 ft.
AC:	58 (−8 size, +32 natural, +24 insight)
Base Attack/Grapple:	+70/+104
Attack:	<i>Colossal</i> +5 warhammer +87 (4d8+30/19–20 (+2d6 on critical hit)) melee; or <i>Colossal</i> +5 javelin +70 (2d10+22/19–20) ranged
Full Attack:	<i>Colossal</i> +5 warhammer +87/+82/+77/+72 (4d8+30/19–20 (+2d6 on critical hit)) melee; or <i>Colossal</i> +5 javelin +70/+65/+60/+55 (2d10+22/19–20) ranged
Space/Reach:	30 ft./30 ft.
Special Attacks:	Spell-like abilities, spells
Special Qualities:	DR 20/epic, SR 40

Saves:	Fort +47, Ref +37, Will +50
Abilities:	Str 45, Dex 10, Con 31, Int 33, Wis 37, Cha 26
Skills:	Concentration +83, Craft (any five) +45, Decipher Script +84, Diplomacy +45, Gather Information +87, Intimidate +56, Jump +90, Knowledge (all) +66, Listen +86, Sense Motive +86, Speak Language (any five), Spellcraft +90, Spot +86
Feats:	Blind-Fight, Cleave, Expertise, Great Cleave, Improved Critical (warhammer), Improved Critical (javelin), Improved Sunder, Power Attack, Silent Spell, Still Spell, Weapon Focus (warhammer), Weapon Focus (javelin)
Epic Feats:	Automatic Silent Spell (0- through 9th level spells), Automatic Still Spell (0- through 9th level spells), Devastating Critical (warhammer), Epic Spellcasting, Epic Weapon Focus (warhammer), Epic Weapon Focus (javelin), Overwhelming Critical (warhammer), Polyglot
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	30
Treasure:	Standard
Alignment:	Always neutral
Advancement:	71–140 HD (Colossal)

An elder titan's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Spell-Like Abilities: At will—*alter self, analyze dweomer, commune with nature, cure critical wounds, eyebite, freedom of movement, fly, fog cloud, produce flame, protection from energy, read magic, remove curse, sanctuary, sending, speak with animals, soften earth and stone, speak with plants, summon monster VI, greater teleport, wind wall*; 3/day—*antilife shell, astral projection, contact other plane, greater dispel magic, greater scrying, invisibility purge, plane shift*. Caster level 29th; save DC 18 + spell level. The save DCs are Charisma-based.

Spells: An elder titan can use arcane spells as a 29th-level wizard or divine spells as a 29th-level cleric, from the cleric list and from the Knowledge and Magic domains. He will also possess the knowledge of at least three epic spells and the means by which to develop them, though he may not have done so himself.

TREANT, ELDER

Colossal Plant

Hit Dice:	50d8+880 (1,105 hp)
Initiative:	+3 (-1 Dex, +4 Improved Initiative)
Speed:	60 ft.
AC:	41 (-1 Dex, -8 size, +40 natural)
Base Attack/Grapple:	+37/+72
Attack:	Slam +51 (10d6+19/19–20 (+1d6 on critical hit)) melee
Full Attack:	2 slams +51 (10d6+19/19–20 (+1d6 on a critical hit)) melee
Attacks:	2 slams +49 melee
Damage:	Slam 10d6+19/19–20
Space/Reach:	30 ft./30 ft.
Special Attacks:	Animate trees, trample, triple Damage against objects, spell-like abilities
Special Qualities:	Plant traits, SR 29, DR 10/–
Saves:	Fort +45, Ref +17, Will +33
Abilities:	Str 48, Dex 8, Con 42, Int 19, Wis 33, Cha 35
Skills:	Diplomacy +61, Hide –12, Intimidate +62, Jump +31, Knowledge (any one) +57, Listen +63, Sense Motive +56, Spot +43, Survival +51
Feats:	Alertness, Endurance, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Epic Feats:	Epic Endurance, Epic Reflexes, Epic Toughness (x4), Epic Weapon Focus (slam), Epic Will
Climate/Terrain:	Any forest
Organization:	Solitary or with grove of treants
Challenge Rating:	25
Treasure:	Standard
Alignment:	Always neutral good
Advancement:	51–150 HD (Colossal)

Elder treants speak the language of treants, plus Common and Sylvan.

COMBAT

Animate Trees (Sp): An elder treant can animate trees within 500 feet at will, controlling up to six trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves and fights as a treant in all physical respects. Animated trees lose their ability to move if the elder treant who animated them is incapacitated or moves out of range.

Trample (Ex): An elder treant can trample Gargantuan or smaller creatures for 8d20+40 points of Damage. Opponents who do not make attacks of opportunity against the elder treant can attempt a Reflex save (DC 54) to halve the Damage. The save DC is Strength-based.

Triple Damage against Objects (Ex): An elder treant that makes a full attack against an object or structure deals triple Damage.

Plant Traits: Immune to poison, sleep, paralysis, stunning, and polymorphing; not subject to critical hits or mind-affecting effects.

Skills: Elder treants receive skills as though they were fey. *They have a +24 racial bonus on Hide checks made in forested areas.

Spell-Like Abilities: At will—*animal messenger, command plants, speak with plants, stone tell*; 3/day—mass cure light wounds (plants only), *plant growth, sunburst, wall of thorns*; 1/day—*shambler*. Caster level 23rd; save DC 22 + spell level. The save DCs are Charisma-based.

UMBRAL BLOT (BLACKBALL)

Medium-Size Construct

Hit Dice:	57d10 +120 (433 hp)
Initiative:	+18 (+10 Dex, +8 Superior Initiative)
Speed:	Fly 90 ft. (perfect)
AC:	40 (+10 Dex, +20 natural)
Base Attack/Grapple:	+42/+42
Attack:	Disintegrating touch +42 (5d6 plus disintegrating touch (Fort DC 38)) melee touch
Full Attack:	Disintegrating touch +42 (5d6 plus disintegrating touch (Fort DC 38)) melee touch
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disintegrating touch, vortex
Special Qualities:	Blindsight 200 ft., construct traits, fast healing 10, planar travel, SR 44; acid, cold, electricity, fire, and sonic resistance 30
Saves:	Fort +19, Ref +29, Will +29
Abilities:	Str 10, Dex 30, Con –, Int 14, Wis 30, Cha 30
Skills:	Hide +62, Listen +52, Move Silently +62, Sense Motive +43, Spot +52, Survival +43
Feats:	Alertness, Combat Reflexes, Improved Initiative, Skill Focus (Sense Motive), Skill Focus (Survival), Stealthy, Track
Epic Feats:	Epic Prowess (x3), Epic Skill Focus (Hide), Epic Skill Focus (Listen), Epic Skill Focus (Sense Motive), Epic Skill Focus (Spot), Epic Toughness (x5), Superior Initiative
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	32
Treasure:	None
Alignment:	Always neutral
Advancement:	58–63 HD (Medium-size); 64–79 HD (Large); 80–95 HD (Huge); 96–171 HD (Gargantuan)

COMBAT

Disintegrating Touch (Ex): Any material object that comes into contact with a blackball is immediately disintegrated unless it succeeds at a Fortitude save (DC 38). A character or object that has been disintegrated by an umbral blot disappears completely, leaving behind not even dust to mark its passing. Those who make a successful saving throw still take 5d6 points of Damage from the disintegrating touch. Likewise, weapons or objects that save take a like amount of Damage. (Remember, tended or held objects save with the same bonus as their owners.)

Vortex (Ex): Normally a blackball insulates itself somehow from the air around it (otherwise it would perpetually be at the center of a howling wind-storm). If it chooses, instead of allowing the air to bend around it, the blackball can suspend this insulation, causing a sudden rush of wind to pour toward the blackball from all directions. This vortex sucks all the air from a 30-foot-by-30-foot-by-30-foot room in a single round, creating a sudden influx of air in its direction. All flying or floating creatures within 30 feet of the umbral blot who fail a Reflex save (DC 38) are swept along with the wind into contact with the blackball. Nonflying creatures within 30 feet who fail a Reflex save (DC 19) are pulled into contact with the umbral blot. Contact with an umbral blot could lead to disintegration, as noted above.

Spell Immunities (Ex): In addition to the spells that an umbral blot is immune to because of its construct traits, it is immune to *disintegration* spells and variations thereof.

Planar Travel (Ex): A blackball can fold space at will, allowing it to use *ethereal jaunt*, *dimension door*, *greater teleport*, or *plane shift* at will as a standard action.

Construct Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Cannot heal Damage (though regeneration and fast healing still apply, if present). Not subject to critical hits, subdual Damage, ability Damage, ability drain, or energy drain. Not at risk of death from massive Damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected. Darkvision 60 ft.

UVUUDAUM

Large Outsider (Evil, Extraplanar)

Hit Dice:	38d8+646 (817 hp)
Initiative:	+14 (Dex)
Speed:	80 ft., climb 40 ft.
AC:	52 (+14 Dex, -1 size, +29 natural)
Base Attack/Grapple:	+38/+56
Attack:	Head spike +51 (10d6+21/19–20 plus Wisdom drain) melee
Full Attack:	Head spike +51 (10d6+21/19–20 plus Wisdom drain) melee
Space/Reach:	10 ft./10 ft.
Special Attacks:	Confusion aura, spell-like abilities, Wisdom drain
Special Qualities:	Blindsight 500 ft., DR 10/epic and good, electricity resistance 30, fast healing 20, regeneration 5, SR 39
Saves:	Fort +40, Ref +37, Will +41
Abilities:	Str 39, Dex 38, Con 44, Int 32, Wis 38, Cha 46
Skills:	Balance +18, Climb +32, Concentration +58, Craft (alchemy) +52, Diplomacy +22, Escape Artist +55, Gather Information +22, Hide +51, Intimidate +59, Jump +69, Knowledge (arcana, history, local, religion, the planes) +52, Listen +55, Move Silently +55, Search +52, Sense Motive +55, Spellcraft +56, Spot +55, Swim +55, Tumble +59
Feats:	Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Critical (head spike), Lightning Reflexes, Power Attack
Epic Feats:	Epic Reflexes, Improved Combat Reflexes, Spell Stowaway (<i>time stop</i>), Tenacious Magic (<i>haste</i>), Tenacious Magic (<i>displacement</i>), Tenacious Magic (<i>stoneskin</i>)
Climate/Terrain:	Any
Organization:	Solitary, pair, or madness (3–6)
Challenge Rating:	27
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	As character class

Uvuudaums can speak telepathically to any creature within 500 feet that has a language.

A uvuudaum's natural weapons are treated as epic and evil for the purpose of overcoming damage reduction.

COMBAT

Confusion Aura (Su): This ability operates continuously, as the *confusion* spell but with a 30-foot radius. Potential victims can make a Will save (DC 47) to resist confusion. Those affected by the aura can make a new save every 4 rounds to throw off the effect. Once it has successfully resisted, a subject remains immune to that uvuudaum's confusion aura for 24 hours. The save DC is Charisma-based.

Wisdom Drain (Su): This effect permanently reduces a living opponent's Wisdom score by 2d4 points when the creature hits with its head spike, or twice that amount on a critical hit. The creature regains 5 lost hit points (or 10 on a critical hit) whenever it drains Wisdom, gaining any excess hit points as temporary hit points. These temporary hit points last a maximum of 1 hour. An opponent can avoid the Wisdom drain with a Fortitude save (DC 47). The save DC is Charisma-based.

Spell-Like Abilities: At will—*confusion*, *dimension door*, *greater dispel magic*, *displacement*, *haste*, *invisibility*, *lightning bolt*, *magic missile*, *mage armor*, *polymorph*, *shield*, *stoneskin*, *true strike*, *web*; 3/day—*chain lightning*, *cone of cold*, *disintegrate*, *dominate person*, *plane shift*, *prismatic spray*, *scrying*, *greater teleport*, *wall of force*; 1/day—*contingent resurrection*, *nailed to the sky*, *time duplicate* (epic spells), *time stop*. Caster level 27th; save DC 28 + spell level. The save DCs are Charisma-based.

Regeneration (Ex): Uvuudaums take normal damage from holy weapons, cold, and fire.

VERMIURGE

Large Aberration

Hit Dice:	42d8+546 (735 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	50 ft., fly 90 ft. (perfect)
AC:	40 (+3 Dex, -1 size, +24 natural)
Base Attack/Grapple:	+31/+47
Attack:	Sting +43 (1d6+12/19–20 plus poison) melee
Full Attack:	Sting +43 (1d6+12/19–20 plus poison) melee, 4 pincers +41 (2d8+6/19–20) melee, bite +40 (3d6+6 plus poison) melee
Space/Reach:	5 ft./5 ft.
Special Attacks:	Aura of doom, concealing aura, frightful presence, poison, spell-like abilities
Special Qualities:	DR 10/epic, darkvision 60 ft., fast healing 10, immune to all mind-affecting effects, low-light vision, SR 34; scent
Saves:	Fort +29, Ref +21, Will +38
Abilities:	Str 34, Dex 25, Con 36, Int 14, Wis 40, Cha 44
Skills:	Heal +24, Hide +33, Jump +45, Knowledge (nature) +34, Listen +47, Move Silently +33, Spot +47
Feats:	Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (pincers), Improved Critical (sting), Improved Initiative, Multiattack, Power Attack, Weapon Focus (pincers), Weapon Focus (sting)
Epic Feats:	Blinding Speed
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	24
Treasure:	Standard
Alignment:	Usually lawful neutral
Advancement:	43–52 HD (Large); 53–70 HD (Huge)

Vermiurges speak Terran.

A vermiurge's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Aura of Doom (Su): A vermiurge is constantly affected as if by a *crown of vermin* spell (epic spell) cast by a 42nd-level caster. As per the spell, a vermiurge may completely suppress the aura of insects as desired. A vermiurge's aura of doom constantly replenishes itself at a rate of 200 vermin per round (unlimited duration). When vermin die off either by being slain or by dealing Damage to another creature, the aura does not permanently collapse, even if all the vermin are slain or if all 1,000 vermin deal their Damage in 1 round. As soon as any vermin are replenished, they participate normally in the *crown of vermin* effect.

Concealing Aura (Ex): Its aura of doom constantly provides a vermiurge with nine-tenths concealment, so all attacks made against it have a 40% miss chance.

Frightful Presence (Su): This ability takes effect automatically when the vermiurge first engages its aura of doom. It affects only opponents with fewer Hit Dice or levels than the creature has. The affected creature must make a successful Will save (DC 48) or become shaken. Success indicates that the target is immune to that creature's frightful presence for one day. The save DC is Charisma-based.

Poison (Ex): Sting or bite, Fort save (DC 44); initial Damage 1d6 temporary Con, secondary Damage 2d6 temporary Con. The save DC is Constitution-based.

WINTERWIGHT

Medium-Size Undead (Cold)

Hit Dice:	32d12 (208 hp)
Initiative:	+12 (+8 Dex, +4 Improved Initiative)
Speed:	60 ft.
AC:	46 (+8 Dex, +28 natural)
Base Attack/Grapple:	+16/+37
Attack:	+Claw +40 (3d8+21/19–20 (+1d6 on critical hit) plus blight-fire) melee

Full Attack:	2 claws +40 (3d8+21/19–20 (+1d6 on critical hit) plus blight-fire) melee, skull butt +32 (2d6+10 plus blightfire) melee
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rend 6d8+31, blightfire, spell-like abilities
Special Qualities:	Undead traits, cold subtype, cold aura, SR 34, DR 10/–
Skills:	Jump +21, Intimidate +44, Knowledge (religion) +35, Listen +43, Spot +43
Feats:	Cleave, Improved Critical (claw), Improved Initiative, Power Attack, Weapon Focus (claw)
Epic Feats:	Overwhelming Critical (claw), Blinding Speed, Epic Fortitude, Epic Weapon Focus (claw)
Saves:	Fort +14, Ref +18, Will +24
Abilities:	Str 52, Dex 27, Con —, Int 10, Wis 22, Cha 28
Climate/Terrain:	Any
Organization:	Solitary or pair
Challenge Rating:	23
Treasure:	Standard
Alignment:	Always chaotic evil

Advancement: 33–42 HD (Medium-size); 43–55 HD (Huge)

Winterwights speak Common and Infernal.

A winterwight's natural weapons are treated as epic for the purpose of overcoming damage reduction.

COMBAT

Rend (Ex): If the winterwight hits with both of its claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 6d8+31 points of Damage.

Blightfire (Su): When a winterwight deals Damage to a living opponent, a night-black flame begins to burn on the opponent's body. If the opponent fails a Fortitude save (DC 35), it takes 4 points of permanent Constitution drain. The opponent must continue to save every round for the next 4 rounds (5 rounds total) to avoid being permanently drained of an additional 4 points of Constitution per round. The creature regains 10 lost hit points whenever it drains 4 points of Constitution, gaining any excess hit points as temporary hit points. These temporary hit points last a maximum of 1 hour. If the opponent is slain by blightfire, only icy fragments of the victim remain. The save DC is Charisma-based.

Spell-Like Abilities: At will—*cone of cold*, *control weather*, *dimension door*, *spell immunity (fireball)*, *sleet storm* (a winterwight is immune to the effects of a *sleet storm* spell), *wall of ice*. Caster level 23rd; save DC 19 + spell level. The save DCs are Charisma-based.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual Damage, ability Damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive Damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Cold Subtype: Immunity to cold. Vulnerability to fire (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).

Cold Aura (Su): A 10-foot-radius spread cold aura surrounds a winterwight. All creatures of the cold sub-type in the field (including the winterwight) are treated as if having turn resistance +6 (if undead) and fast healing 10. Creatures subject to cold Damage take 2d10 points of cold Damage each round they remain within the cold aura.

WORM THAT WALKS

Medium-Size Aberration

Hit Dice:	HD 23d8 + 49 (152 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	47 (+4 Dex, +8 bracers, +3 ring, +2 amulet, +20 insight)
Attacks:	+4 staff +15/+10 melee
Damage:	+4 staff 1d6+4
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, engulf, frightful presence
Special Qualities:	Blindsight 300 ft., SR 36, disorporate, immunities
Saves:	Fort +11, Ref +14, Will +17
Abilities:	Str 10, Dex 14 (18 with <i>gloves</i>), Con 13 (15 with <i>Ioun stone</i>), Int 20 (26 with <i>headband</i>), Wis 12, Cha 8
Skills:	Concentration +22, Craft (alchemy) +28, Listen +24, Knowledge (arcana, local, nature, religion) +28, Listen +21, Move Silently +24, Spellcraft +28
Feats:	Brew Potion, Combat Casting, Craft Staff, Craft Wondrous Item, Heighten Spell, Improved Initiative,

	Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Penetration, Toughness
Epic Feats:	Improved Spell Capacity (10th), Improved Spell Capacity (11th)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	26
Treasure:	As character
Alignment:	Any evil

Advancement: As character

A worm that walks rarely speaks, although it retains knowledge of all languages it knew in life, as well as any it has learned since.

COMBAT

Spells: A worm that walks can cast any spells it could cast as a character. This sample worm was a 23rd-level wizard (spells per day: 4/12/6/6/5/5/5/4/1/1). The last spell slots are 10th-level and 11th-level slots, respectively, and are available for 0–9th level meta-magic spells.

Spell-Like Abilities: 1/day—*animal growth* (vermin), *animal messenger* (vermin), *animal shapes* (vermin), *animal trance* (vermin), *colossal vermin* (as *giant vermin*, but it can increase the creature's size from Large to Gargantuan and from Huge to Colossal), *creeping doom*, *giant vermin*, *summon swarm* (vermin), *summon vermin* (as *summon nature's ally*, except it summons 10 HD of vermin per level), and *vermin plague* (as *insect plague*). Caster level 20th; save DC 9 + spell level. The save DCs are Charisma-based.

Engulf (Ex): A worm that walks can choose to engulf an opponent who is no more than one size category larger than itself. The worm attempts to embrace its victim, and with a successful melee touch attack, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 100 points of damage. A victim who spends a full-round action can break free of the embrace and move up to half its speed away from the worm if desired, but can do nothing else. Otherwise, each round a victim remains embraced, it takes another 100 points of Damage. Constructs are immune to this attack.

Spells: The worm that walks can cast any spells it could cast when a living character. It also gains several related abilities.

Frightful Presence (Su): When a worm that walks engulfs a victim, witnesses must make a Will save (DC 10 + 1/2 the worm's HD + the worm's Cha modifier). Those who make the save are shaken. Those who fail by 5 or fewer points are frightened. Those who fail by 6 to 10 points are panicked. Those who fail by 11 or more points are cowering. All these conditions last for 1d4 rounds. Those who have seen a worm use this attack before gain a +5 bonus on their saving throws. The victim of the worm's engulf attack has a -5 penalty on his or her saving throw.

Discorporate (Ex): If gravely threatened, a worm can disorporate as a free action, simply falling into a pile of individual vermin that slither quickly away. So long as any of the component vermin survive, they can breed and create a new body to house the wizard's intelligence and personality. Discorporating is a dangerous tactic, because once separated, the vermin are treated no differently than other vermin. Also, the worm stands a good chance of losing all its equipment. However, discorporation almost assures that at least one maggot (if not dozens) will manage to crawl away, and so provide for the worm's continued existence.

Immunities (Ex): A worm that walks has no discernable anatomy, so it is not subject to critical hits or flanking.

Possessions: Scrolls of *fireball* (10th-level caster), greater *teleport*, *acid fog*, *incendiary cloud*, *shapechange*, *wail of the banshee*, *clenched fist*, *horrid wilting*, *maze*, *summon monster IX*; potions of *cure serious wounds*, *alter self*, *haste*, *fly*. Other magic gear: *amulet of natural armor +2*, *bracers of armor +8*, *ring of protection +3*, *+4 staff*, *rod of absorption*, *gloves of Dexterity +4*, *headband of intellect +6*, *pink Ioun stone*, *wings of flying*.

CREATING A WORM THAT WALKS

“Worm that walks” is a template that can be added to any evil wizard or sorcerer. It uses all the original character's statistics, special abilities, and equipment, except as noted here.

Type: The character's type changes to aberration (it is a creature composed of hundreds of discrete crawling worms).

Hit Dice: Increase to d8.

AC: The mass of worms that make up this creature, each looking out for danger, in sum provide a +20 insight bonus to AC.

Special Attack: A worm that walks retains all the character's special attacks. It also gains one special attack, engulf.

Engulf (Ex): A worm that walks can choose to engulf an opponent who is no more than one size category larger than itself. The worm attempts to embrace its victim, and with a successful melee touch attack, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 100 points of Damage as the biting vermin nibble away. A victim who spends a full-round action can break free of the embrace and move up to half its speed away from the worm if desired, but can do nothing else. Otherwise, each round a victim remains embraced, it takes another 100 points of Damage. Constructs are immune to this attack.

Spells: A worm that walks can cast any spells it could cast as a living character.

Spell-Like Abilities: 1/day—*animal growth* (vermin), *animal messenger* (vermin), *animal shapes* (vermin), *animal trance* (vermin), *colossal vermin* (as *giant vermin*, but it can increase the creature's size from Large to Gargantuan and from Huge to Colossal), *creeping doom*, *giant vermin*, *summon swarm* (vermin), *summon vermin* (as *summon nature's ally*, except it summons 10 HD of vermin per level), and *vermin plague* (as *insect plague*). Caster level 20th.

Special Qualities: A worm that walks retains any special abilities it had in life and gains those mentioned below.

Blindsight (Ex): Worms that walk have blindsight 300 ft.

Spell Resistance (Ex): A worm that walks has spell resistance equal to its Challenge Rating +10.

Frightful Presence (Su): When a worm that walks engulfs a victim, witnesses must make a Will save (DC 10 + 1/2 the worm's HD + the worm's Cha modifier). Those who make the save are shaken. Those who fail by 5 or fewer points are frightened. Those who fail by 6 to 10 points are panicked. Those who fail by 11 or more points are cowering. All these conditions last for 1d4 rounds. Those who have seen a worm use this attack before gain a +5 bonus on their saving throws. The victim of the worm's engulf attack has a -5 penalty on his or her saving throw.

Discorporate (Ex): If gravely threatened, a worm can disorporate as a free action, simply falling into a pile of individual vermin that slither quickly away. So long as any of the component vermin survive, they can breed and create a new body to house the wizard's intelligence and personality. Discorporating is a dangerous tactic, because once separated, the vermin are treated no differently than other vermin. Also, the worm stands a good chance of losing all its equipment. However, discorporation almost assures that at least one maggot (if not dozens) will manage to crawl away, and so provide for the worm's continued existence.

Immunities (Ex): A worm that walks has no discernable anatomy, so it is not subject to critical hits or flanking.

Saves: Same as the character.

Abilities: Same as the character.

Skills: Same as the character, except that a worm that walks receives a +20 racial bonus on Hide, Intuit Direction, Listen, and Move Silently checks.

Feats: Same as the character.

Epic Feats: Same as the character.

Climate/Terrain: Any.

Organization: Solitary, occasionally with minions or master.

Challenge Rating: Same as the character + 3.

Treasure: Same as the character.

Alignment: Any evil.

Advancement: By character class.

WORM THAT WALKS CHARACTERS

By making eldritch preparations on a burial plot, a powerful spellcaster can improve the likelihood of a worm that walks emerging from the ground. The body is buried in an elaborate ritual that, the spellcaster hopes, will attract a critical mass of worms or maggots. The spellcaster performing the ritual must spend 10,000 gp in rare reagents for the ceremony. Furthermore, the ritual drains 2,000 XP from the spell-caster and requires the following spells: *limited wish*, *polymorph any object*, *summon swarm* (heightened to 7th level), and *sympathy*. Even if the ritual is performed correctly, there is only a chance that the deceased spellcaster will arise as a worm that walks. For each prepared but uncast arcane spell the deceased had at the moment of death (or unused spell slots if a spontaneous caster), there's a 1% chance that a worm that walks will slither from the grave soil in 1d4 days. Some worms that walk arise spontaneously from ordinary burial plots, but such an event is exceedingly rare. And an epic spell can create worms that walk every time without fail.

GATHERING OF MAGGOTS

Conjuration (Healing)

Spellcraft DC: 49

Components: V, S , D F

Casting Time: 7 days

Target: Dead creature touched

Duration: Permanent

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 441,000 gp; 9 days; 17,640 XP. Seeds: *life* (DC 27), *transform* (DC 21). Factors: change creature type to aberration (+5 DC); add worm that walks' spell-like, extraordinary, and supernatural abilities (+40 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC); increase casting time by 7 days (-14 DC).

When this spell is cast, worms or maggots slither and crawl their way inexorably toward the corpse touched. Over the course of the next week, they consume the flesh of the corpse, and when the last bit of the corpse is devoured, the creature is returned to a semblance of life as a worm that walks.

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EPIC OBSTACLES

Walls

In addition to the standard types of wall, walls in dungeons can be made of mithral, adamantine, or even pure force.

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points*	Climb DC
Paper	Paper-thin	1	—	1hp	30
Wood	6in.	20	5	60hp	21
Masonry	1ft.	35	8	90hp	15
Masonry, superior	1ft.	35	8	90hp	20
Masonry, reinforced	1ft.	45	8	180hp	15
Stone, hewn	3ft.	50	8	540hp	22
Stone, unworked	5ft.	65	8	900hp	20
Iron	3in.	30	10	90hp	25
Mithral	3in.	46	15	90hp	70
Adamantine	3in.	66	20	120hp	70
Magically treated**	—	20	x2	x2†	—
<i>Wall of force</i>	1in.	n/a	n/a	n/a	70
<i>Wall of ice</i>	1in./lvl	15+1/in.	0	3hp/in.	25
<i>Wall of iron</i>	1in./4lvl	25+2/in.	10	30hp/in.	25
<i>Wall of stone</i>	1in./4lvl	20+2/in.	8	15hp/in.	22

*Per 10-ft.-by-10-ft. section.

**These modifiers can be applied to any of the other categories and types.

†Or 50, whichever is greater.

Doors

Door Type	Typical Thickness	Hardness	Hit Points	Stuck	Locked	Break DC
Simple wooden	1 in.	5	10 hp	13	15	
Good wooden	1 1/2 in.	5	15 hp	16	18	
Strong wooden	2 in.	5	20 hp	23	25	
Stone	4 in.	8	60 hp	28	28	
Iron	2 in.	10	60 hp	28	28	
Mithral	2 in.	15	60 hp	40	40	
Adamantine	2 in.	20	80 hp	60	60	
Force	1 in.	n/a	n/a	n/a	n/a	
Portcullis, wodden	3 in.	5	30 hp	25*	25*	
Portcullis, iron	2 in.	10	60 hp	25*	25*	
Portcullis, mithral	2 in.	15	60 hp	30*	30*	
Portcullis, adamantine	2 in.	20	80 hp	40*	40*	
Portcullis, force	1 in.	10	n/a	n/a	50*	

*DC to lift. Use appropriate door figure for breaking.

Obstacles and Hazards

Obstacle/Hazard	Effect
Acid tank	1d6 damage per round, or 10d6 per round for total immersion; plus poison fumes.
Antimagic field	Negates all spells or magical effects.
Dimensional anchor trap	Blocks bodily extradimensional travel.

Hurricane-force winds	Ranged attacks impossible, flight virtually impossible.
Lava pit	2d6 damage per round, or 20d6 per round for total immersion; plus continuing damage.
Permanent <i>prismatic sphere</i>	Requires seven different spells to bypass.
Permanent <i>solid fog</i>	Move at one-tenth normal speed, -2 penalty on attack and damage (good when coupled with incorporeal monsters).
Permanent <i>wall of force</i>	Blocks most spells and ethereal travel, can't be <i>dispelled</i> .
Three-dimensional dungeons	Levitation/flying required to move between areas.
Unconnected rooms	Teleportation required to move between areas.
Variable gravity	As <i>reverse gravity</i> , but direction random each round.

Slimes, Molds, and Fungi

For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Like traps, dangerous slimes and molds have Challenge Ratings, and characters earn experience points for encountering them.

Flux Slime (CR 21):

Flux slime appears as a clear, viscous liquid that seeps from some unseen origin point. This origin point is extradimensional, so the slime may even appear in midair. As the slime flows, it settles and fills the area around the origin point.

Flux slime seems to be an inert substance, devoid of sentience. It is not caustic or toxic, but it radiates an *antimagic field* within a radius of 10 feet. This *antimagic field* has a caster level of 21. Any quantity of slime that is removed from the main mass yellows and hardens in a matter of minutes, turning into a flaky material that will not adhere to anything.

In reality, flux slime is a growth with a ravenous appetite for magical forces. It is a natural draining phenomenon: Magical energy drains through the origin point in one direction in exchange for the residue on the far side. The *antimagic field* a flux slime generates is actually the byproduct of the consumption of magical energy.

In addition to the *antimagic field*'s effects, magic items that come into contact with flux slime permanently lose their magical abilities; creatures with spell-like or super-natural abilities that come into contact with it take 2d6 points of temporary Constitution damage per round while it devours flesh; creatures without such abilities are immune to this effect.

On the first round of contact, the slime can be scraped off a creature, but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Extreme cold, heat, or sunlight destroys a patch of flux slime.

When destroyed, a patch of slime releases the byproducts of its magical digestion in a dangerous burst that radiates out 50 feet. All creatures caught in this burst are subject to some random and permanent transmutation effect, as generated on the table below. Each burst generates one of these effects. Creatures may resist this effect with a Fortitude saving throw (DC 29).

d%	Result
01–10	Blindness (as blindness/deafness spell)
	Cursed (as bestow curse spell; -4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks)
11–16	Deafness (as blindness/deafness spell)
17–26	Disintegrate (subject is destroyed by a disintegrate spell)
27–32	Etherealness (as etherealness spell)
33–40	Gaseous (as gaseous form spell)
41–48	Iron body (as iron body spell)
49–54	Petrification (as flesh to stone spell)
55–60	Plane shift (subject instantly transports to a random plane)
61–68	Polymorph (as polymorph other spell; choose form randomly)
69–74	Reverse gravity (flux slime becomes the center of a reverse gravity spell).
75–80	Teleport (each subject teleports to a different, random location)
81–88	Temporal stasis (as temporal stasis spell)
89–94	Reverse aging (subject gets younger each year, disappearing at moment of "birth")
95–00	After the burst, the extradimensional origin point is sealed.

DIVINE RANKS AND POWERS

Divine Ranks

Each deity has a divine rank. A deity's divine rank determines how much power the entity has.

Rank 0: Creatures of this rank are sometimes called quasi-deities or hero deities. Creatures that have a mortal and a deity as parents also fall into this category. These entities cannot grant spells, but are immortal and usually have one or more ability scores that are far above the norm for their species. They may have some worshipers. Ordinary mortals do not have a divine rank of 0. They lack a divine rank altogether.

Rank 1–5: These entities, called demigods, are the weakest of the deities. A demigod can grant spells and perform a few deeds that are beyond mortal limits. A demigod has anywhere from a few hundred to a few thousand devoted mortal worshipers and may receive veneration or respect from many more. A demigod controls a small godly realm (usually on an Outer Plane) and has minor control over a portfolio that includes one or more aspects of mortal existence. A demigod might be very accomplished in a single skill or a group of related skills, gain combat advantages in special circumstances, or be able to bring about minor changes in reality itself related to the portfolio.

Rank 6–10: Called lesser deities, these entities grant spells and can perform more powerful deeds than demigods can. Lesser deities have anywhere from a few thousand to tens of thousands of worshipers and control larger godly realms than demigods. They also have keener senses where their portfolios are concerned.

Rank 11–15: These entities are called intermediate deities. They have hundreds of thousands of mortal worshipers and control larger godly realms than demigods or lesser deities.

Rank 16–20: Called greater deities, these entities may have millions of mortal worshipers, and they command respect even among other deities. The most powerful of greater deities rule over other deities just as mortal sovereigns rule over commoners.

Rank 21+: These entities are beyond the ken of mortals and care nothing for worshipers. They do not grant spells, do not answer prayers, and do not respond to queries. If they are known at all, it is to a handful of scholars on the Material Plane. They are called overdeities. In some pantheistic systems, the consent of an overdeity is required to become a god.

Divine Characteristics

Most deities are creatures of the outsider type (usually with 20 outsider Hit Dice). All deities that are outsiders have all alignment subtypes that correspond with their alignment. Unlike other outsiders, they have no darkvision unless noted in the deity description. Deities' physical characteristics vary from deity to deity. A deity's outsider type, along with its class or classes, determines its weapon proficiencies, feats, and skills. Deities have some or all of the following additional qualities, depending on their divine rank.

Levels: Most deities are 20 HD outsiders with 30 to 50 character levels as well. These additional character levels beyond an effective character level of 20th follow the rules for epic levels.

Character levels above 20th confer some, but not all, of the benefits of normal levels. Deities gain all the class features for all their levels. The deity also gains the normal Hit Die for that class, plus additional skill points as if the deity had a level in that class normally. The deity gains an ability bonus every four levels, and a feat every three levels.

Beyond character level 20th, deities' attack and saving throw bonuses increase at new rates. Deities gain a +1 epic attack bonus at 21st level and every other level thereafter. No deity can have more than four attacks derived strictly from its base attack bonus. Deities also gain a +1 bonus on saving throws at 22nd level and every other level thereafter.

Hit Points: Deities receive maximum hit points for each Hit Die.

Speed: Deities can move much more quickly than mortals. A deity's base land speed depends on its form (biped or quadruped) and its size, as shown on the following table. Some deities are exceptions, with speeds faster or slower than the norm.

Size	Biped*	Quadruped**
Fine	20 ft.	60 ft.
Diminutive	30 ft.	70 ft.

Tiny	40 ft.	80 ft.
Small	50 ft.	90 ft.
Medium	60 ft.	100 ft.
Large	80 ft.	120 ft.
Huge	100 ft.	140 ft.
Gargantuan	120 ft.	160 ft.
Colossal	140 ft.	180 ft.

*Or any form with two or fewer legs.

**Or any form with three or more legs.

Note: Use the Biped column for burrow and swim speeds for all deities regardless of form. Use half the value in the Biped column for climb speeds for all deities. Use twice the value in the Quadruped column for fly speeds for all deities capable of flying.

Armor Class: A field of divine energy encompasses a deity's body, granting it a divine Armor Class bonus equal to its divine rank. This bonus stacks with all other Armor Class bonuses and is effective against touch attacks and incorporeal touch attacks.

Most deities (all those with 20 outsider Hit Dice) have a natural armor bonus of their divine rank +13. All deities also have a deflection bonus to their AC equal to their Charisma bonus (if any).

Deities who aren't outsiders have their normal natural armor bonus + their divine rank.

Many deities have other Armor Class bonuses as noted in their individual descriptions.

Attacks: A deity's Hit Dice and type and character level determine its base attack bonus. In addition to the figures for weapon attacks, this section of the statistics block also includes melee touch attack and ranged touch attack bonuses, to be used when the deity casts a spell or uses a spell-like ability that requires a touch attack to affect its target. A deity gets its divine rank as a divine bonus on all attack rolls. Deities of rank 1 or higher do not automatically fail on a natural attack roll of 1.

Bypassing Damage Reduction: As outsiders with alignment subtypes, the natural attacks of deities, as well as any weapons they wield, are considered aligned the same as the deity for the purposes of bypassing damage reduction.

Always Maximize Roll: Greater deities (rank 16–20) automatically get the best result possible on any check, saving throw, attack roll, or damage roll. Calculate success, failure, or other effects accordingly. When a greater deity makes a check, attack, or save assume a 20 was rolled and calculate success or failure from there. A d20 should still be rolled and used to check for a threat of a critical hit. This quality means that greater deities never need the Maximize Spell feat, because their spells have maximum effect already.

Saving Throws: A deity's outsider Hit Dice and character level determine its base saving throw bonuses. A deity gets its divine rank as a divine bonus on all saving throws. Deities of rank 1 or higher do not automatically fail on a natural saving throw roll of 1.

Checks: A deity gets its divine rank as a divine bonus on all skill checks, ability checks, caster level checks, and turning checks. Lesser deities (rank 6–10) may take 10 on any check, provided they need to make a check at all. Intermediate and greater deities (rank 11–20) always get a result of 20 on any check, provided they need to make a check at all.

Deities and Synergy Bonuses: For every 20 extra ranks a deity has in a skill, the deity's synergy bonus from the skill (if any) increases by +2.

Immunities: Deities have the following immunities. Individual deities may have more immunities. Unless otherwise indicated, these immunities do not apply if the attacker is a deity of equal or higher rank.

Transmutation: A deity is immune to polymorphing, petrification, or any other attack that alters its form. Any shape-altering powers the deity might have work normally on itself.

Energy Drain, Ability Drain, Ability Damage: A deity is not subject to energy drain, ability drain, or ability damage.

Mind-Affecting Effects: A deity is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Energy Immunity: Deities of rank 1 or higher are immune to electricity, cold, and acid, even if the attacker is a deity of higher divine rank. Some deities have additional energy immunities.

Deities of rank 1 or higher are immune to disease and poison, stunning, sleep, paralysis, and death effects, and disintegration.

Deities of rank 6 or higher are immune to effects that imprison or banish them. Such effects include *banishment*, *binding*, *dimensional anchor*, *dismissal*, *imprisonment*, *repulsion*, *soul bind*, *temporal stasis*, *trap the soul*, and turning and rebuking.

Damage Reduction: A deity has damage reduction as shown below

Divine Rank	Damage Reduction
Quasi-deity (0)	10/epic
Demigod (1-5)	15/epic
Lesser deity (11-15)	20/epic
Intermediate deity (11-15)	25/epic
Greater deity (16-20)	30/epic

If the deity also has damage reduction from another source this damage reduction does not stack with the damage reduction granted by divine ranks. Instead, the deity gets the benefit of the best damage reduction in a given situation. Whenever a deity has a second kind of damage reduction that might apply to an attack, that damage reduction is listed in parentheses after the damage reduction entry in the deity's statistics block.

Resistances: All deities have at least the following resistances. Individual deities may have additional resistances.

Energy Resistance: A deity has fire resistance of $5 + \text{its divine rank}$.

Spell Resistance: A deity has spell resistance of $32 + \text{its divine rank}$.

Salient Divine Abilities: Every deity of rank 1 or higher has at least one additional power, called a salient divine ability, per divine rank (see Salient Divine Abilities).

Domain Powers: A deity of rank 1 or higher can use any domain power it can grant a number of times per day equal to its divine rank (if the power normally can be used more often than that, the deity gets the greater number of uses). If a domain power is based on a cleric's level (or one-half a cleric's level), a deity with no cleric levels has an effective cleric level equal to the deity's divine rank (or one-half the deity's divine rank) for this purpose.

Spell-Like Abilities: A deity can use any domain spell it can grant as a spell-like ability at will. The deity's effective caster level for such abilities is $10 + \text{the deity's divine rank}$. The saving throw DC for such abilities is $10 + \text{the spell level} + \text{the deity's Charisma bonus (if any)} + \text{the deity's divine rank}$.

Immortality: All deities (even those of rank 0) are naturally immortal and cannot die from natural causes. Deities do not age, and they do not need to eat, sleep, or breathe. The only way for a deity to die is through special circumstances, usually by being slain in magical or physical combat. Deities of rank 1 or higher are not subject to death from massive damage.

Senses: Deities of rank 1 or higher have incredibly sensitive perception. Such a deity's senses (including darkvision and low-light vision, if the deity has them) extend out to a radius of one mile per divine rank. Perception is limited to the senses a deity possesses. A deity cannot see through solid objects without using its remote sensing ability or some sort of x-ray vision power.

Remote Sensing: As a standard action, a deity of rank 1 or higher can perceive everything within a radius of one mile per rank around any of its worshipers, holy sites, or other objects or locales sacred to the deity. This supernatural effect can also be centered on any place where someone speaks the deity's name or title for up to 1 hour after the name is spoken, and at any location when an event related to the deity's portfolio occurs. The remote sensing power can cross planes and penetrate any barrier except a divine shield (described in Salient Divine Abilities) or an area otherwise blocked by a deity of equal or higher rank. Remote sensing is not fooled by *misdirection* or *nondetection* or similar spells, and it does not create a magical sensor that other creatures can detect. A deity can extend its senses to two or more remote locations at once (depending on divine rank) and still sense what's going on nearby.

Divine Rank	Remote Locations
1-5	2
6-10	5
11-15	10
16-20	20

Once a deity chooses a remote location to sense, it automatically receives sensory information from that location until it chooses a new location to sense, or until it can't sense the location.

Block Sensing: As a standard action, a deity of rank 1 or higher can block the sensing ability of other deities of its rank or lower. This power extends for a radius of one mile per rank of the deity, or within the same distance around a temple or other locale sacred to the deity, or the same distance around a portfolio-related event. The deity can block two remote locations at once, plus the area within one mile of itself. The blockage lasts 1 hour per divine rank.

Portfolio: Every deity of rank 1 or higher has at least limited knowledge and control over some aspect of mortal existence. A deity's connection to its portfolio gives it a number of powers.

Portfolio Sense: Demigods have a limited ability to sense events involving their portfolios. They automatically sense any event that involves one thousand or more people. The ability is limited to the present. Lesser deities automatically sense any event that involves their portfolios and affects five hundred or more people. Intermediate deities automatically sense any event that involves their portfolios, regardless of the number of people involved. In addition, their senses extend one week into the past for every divine rank they have. Greater deities automatically sense any event that involves their portfolios, regardless of the number of people involved. In addition, their senses extend one week into the past and one week into the future for every divine rank they have. When a deity senses an event, it merely knows that the event is occurring and where it is. The deity receives no sensory information about the event. Once a deity notices an event, it can use its remote sensing power to perceive the event.

Automatic Actions: When performing an action within its portfolio, a deity can perform any action as a free action, as long as the check DC is equal to or less than the number on the table below. The number of free actions a deity can perform each round is also determined by the deity's divine rank.

Divine Rank	Maximum DC for Automatic Action	Free Actions per Round
1–5	15	2
6–10	20	5
11–15	25	10
16–20	30	20

Create Magic Items: A deity of rank 1 or higher can create magic items related to its portfolio without any requisite item creation feat, provided that the deity possesses all other prerequisites for the item. The maximum item value a deity can create is a function of its divine rank (see the table below). The item's cost and creation time remain unchanged, but the deity is free to undertake any activity when not laboring on the item.

Divine Rank	Maximum Market Price
1–5	4,500 gp
6–10	30,000 gp
11–15	200,000 gp (any nonartifact)
16–20	No maximum (including artifact)

If a deity has the item creation feat pertaining to the item it wishes to create, the cost (in gold and XP) and creation times are halved.

Divine Aura: The mere presence of a deity of rank 1 or higher can deeply affect mortals and beings of lower divine rank. All divine aura effects are mind-affecting, extraordinary abilities. Mortals and other deities of lower rank can resist the aura's effects with successful Will saves; the DC is $10 + \text{the deity's rank} + \text{the deity's Charisma modifier}$. Deities are immune to the auras of deities of equal or lower rank. Any being who makes a successful saving throw against a deity's aura power becomes immune to that deity's aura power for one day. Divine aura is an emanation that extends around the deity in a radius whose size is a function of divine rank. The deity chooses the size of the radius and can change it as a free action. If the deity chooses a radius of 0 feet, its aura power effectively becomes non-functional. When two or more deities' auras cover the same area, only the aura that belongs to the deity with the highest rank functions. If divine ranks are equal, the auras coexist.

Divine Rank	Divine Aura Size
1–5	10 ft./rank
6–10	100 ft./rank
11–15	100 ft./rank
16–20	1 mile/rank

The deity can make its own worshipers, beings of its alignment, or both types of individuals immune to the effect as a free action. The immunity lasts one day or until the deity dismisses it. Once affected by an aura power, creatures remain affected as long as they remain within the aura's radius. The deity can choose from the following effects each round as a free action.

Daze: Affected beings just stare at the deity in fascination. They can defend themselves normally but can take no actions.
Fright: Affected beings become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks. The merest glance or gesture from the deity makes them frightened, and they flee as quickly as they can, although they can choose the path of their flight.

Resolve: The deity's allies receive a +4 morale bonus on attack rolls, saves, and checks, while the deity's foes receive a -4 morale penalty on attack rolls, saves, and checks.

Grant Spells: A deity automatically grants spells and domain powers to mortal divine spellcasters who pray to it. Most deities can grant spells from the cleric spell list, the ranger spell list, and from three or more domains. Deities with levels in the druid class can grant spells from the druid spell list, and deities with paladin levels can grant spells from the paladin spell list. A deity can withhold spells from any particular mortal as a free action; once a spell has been granted, it remains in the mortal's mind until expended.

Spontaneous Casting: A deity of rank 1 or higher who has levels in a divine spellcasting class can spontaneously cast any spell it can grant.

Communication: A deity of rank 1 or higher can understand, speak, and read any language, including nonverbal languages. The deity can speak directly to any beings within one mile of itself per divine rank.

Remote Communication: As a standard action, a deity of rank 1 or higher can send a communication to a remote location. The deity can speak to any of its own worshipers, and to anyone within one mile per rank away from a site dedicated to the deity, or within one mile per rank away from a statue or other likeness of the deity. The creature being contacted can receive a telepathic message that only it can hear. Alternatively, the deity's voice can seem to issue from the air, the ground, or from some object of the deity's choosing (but not an object or locale dedicated to another deity of equal or higher rank than the deity who is speaking). In the latter case, anyone within earshot of the sound can hear it. The deity can send a manifestation or omen instead of a spoken or telepathic message. The exact nature of this communication varies with the deity, but it usually is some visible phenomenon. A deity's communication power can cross planes and penetrate any barrier. Once communication is initiated, the deity can continue communicating as a free action until it decides to end the communication. A deity can carry on as many remote communications at one time as it can remote sense at one time (see Remote Sensing, above).

Godly Realm: Each deity of rank 1 or higher has a location that serves as a workplace, personal residence, audience chamber, and sometimes as a retreat or fortress. A deity is at its most powerful within its godly realm. A deity has at least modest control over the environment within its realm, controlling the temperature and minor elements of the environment. The radius of this control is a function of the deity's rank and whether the realm is located on an Outer Plane or some other plane (including the Material Plane).

Divine Rank	Radius of Control	
	Outer Plane	Material Plane
1–5	100 ft./rank	100 ft./rank
6–10	1 mile	100 ft./rank
11–15	10 miles	100 ft./rank
16–20	100 miles	100 ft./rank

Within this area, the deity can set any temperature that is normal for the plane where the realm is located (for the Material Plane, any temperature from -20°F to 120°F), and fill the area with scents and sounds as the deity sees fit. Sounds can be no louder than one hundred humans could make, but not intelligible speech or harmful sound. The deity's ability to create scents is similar. Deities of rank 6 or higher can create the sounds of intelligible speech. A demigod or lesser deity can erect buildings and alter the landscape, but must do so through its own labor, through magic, or through its divine powers. A deity of rank 6 or higher not only has control over the environment, but also controls links to the Astral Plane. Manipulating a realm's astral links renders teleportation and similar effects useless within the realm. The deity can designate certain locales within the realm where astral links remain intact. Likewise, the deity can block off the realm from planar portals or designate locations where portals are possible. A deity of rank 11 or higher can also apply the enhanced magic or impeded magic trait to up to four groups of spells (schools, domains, or spells with the same descriptor). The enhanced magic trait enables a metamagic feat to be applied to a group of spells without requiring higher-level spell slots. Many deities apply the enhanced magic trait to their domain spells, making them maximized (as the Maximize Spell feat) within the boundaries of their realm. The impeded magic trait doesn't affect the deity's spells and spell-like abilities.

In addition, a deity of rank 11 or higher can erect buildings as desired and alter terrain within ten miles to become any terrain type found on the Material Plane. These buildings and alterations are manifestations of the deity's control over the realm.

A greater deity (rank 16 or higher) also can perform any one of the following acts:

- Change or apply a gravity trait within the realm.
- Change or apply an elemental or energy trait within the realm.
- Change or apply a time trait within the realm.
- Apply the limited magic trait to a particular school, domain, or spell descriptor within the area, preventing such spells and spell-like abilities from functioning. The greater deity's own spells and spell-like abilities are not limited by these restrictions. Once a deity sets the conditions in its realm, they are permanent, though the deity can change them. As a standard action, the deity can specify a new environmental condition. The change gradually takes effect over the next 10 minutes. Changing astral links, planar traits, or terrain requires more effort, and the deity must labor for a year and a day to change them. During this time, the deity must spend 8 hours a day on the project. During the remaining 16 hours of each day, the deity can perform any action it desires, so long as it remains within the realm. The astral links, planar traits, and terrain remain unchanged until the labor is complete.

Travel: A deity of rank 1 or higher can use *teleport without error* as a spell-like ability at will, as the spell cast by a 20th-level character, except that the deity can transport only itself and up to 100 pounds of objects per divine rank. A deity of rank 6 or higher also can use *plane shift* as a spell-like ability at will, as the spell cast by a 20th-level character, except that the deity can only transport itself and up to 100 pounds of objects. If the deity has a familiar, personal mount, or personal intelligent weapon, the creature can accompany the deity in any mode of travel if the deity touches it. The creature's weight counts against the deity's weight limit.

Familiar: A deity of rank 1 or higher with levels as a sorcerer or a wizard has the ability to treat any creature of a given kind as a familiar, as long as that creature is within a distance of one mile per divine rank of the deity. This special familiar ability only applies to one creature at a time, but the deity can switch between one creature and another instantaneously, as long as the second creature is within range. This special familiar ability does not replace the deity's ability to have a normal familiar, which could be any kind of eligible creature.

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SALIENT DIVINE ABILITIES

A salient divine ability is like a feat—it gives a deity a new capability or improves one that the deity already has. A deity has one salient divine ability for each divine rank the deity has, plus additional salient divine abilities reflecting its status: Demigods receive one bonus ability, lesser deities receive two bonus abilities, intermediate deities receive three, and greater deities receive five.

Some salient divine abilities have prerequisites. Usually, the deity must have all the listed prerequisites to have the ability. A divine rank of 1 is a prerequisite for all salient divine abilities. The most common salient divine abilities are described here. A few deities have unique salient divine abilities that are described in the deity's individual entry.

Using Salient Divine Abilities: Using a salient divine ability is a standard action unless otherwise noted in the ability description. Using a salient divine ability does not provoke an attack of opportunity.

Salient Divine Abilities and Antimagic: A salient divine ability functions normally within an antimagic field, and is never subject to spell resistance.

SALIENT DIVINE ABILITY DESCRIPTIONS

Here is the format for salient divine ability descriptions.

ABILITY NAME

Prerequisite: A minimum divine rank, minimum ability score, another salient divine ability, a minimum base attack bonus, a feat, a skill, or some other condition that a deity must have in order to acquire this salient divine ability. This entry is absent if a salient divine ability has no prerequisite. An ability may have more than one prerequisite. All salient divine abilities have a minimum prerequisite of divine rank 1. Quasi-deities (rank 0) have no salient divine abilities.

Benefit: What the ability enables the deity to do. If a deity has the same ability more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a salient divine ability twice is the same as having it once.

Notes: Additional facts about the ability that may be helpful when using the ability in play.

Rest: Some abilities require the deity to rest afterward. If no rest is required, the entry is absent. A resting deity can engage in light activities such as talking or walking at half speed. When attempting anything more strenuous than that, the deity can only take partial actions and suffers a -6 penalty on all attack rolls, saves, and checks. The deity cannot use another ability that requires rest until its current rest requirement is fulfilled. Any time the deity spends performing strenuous activities does not count toward the required rest time.

Suggested Portfolio Elements: This entry gives one or more portfolio elements that are associated with the salient divine ability in question. The information is provided as guidance and should not be taken as a rule.

ALTER FORM

This is an extraordinary ability.

Prerequisite: Alter Size salient divine ability.

Benefit: As a move-equivalent action, the deity can alter its form, including clothing and equipment. The assumed form must be corporeal. The deity's body can undergo a limited physical transmutation, including adding or subtracting one or two limbs. If the form selected has wings, the deity can fly. Likewise, the deity can swim if the form has fins, breathe water if the form has gills, and so on.

The deity can remain in the altered form indefinitely, but resumes its own form if slain.

Notes: The deity's attack bonus, Armor Class, and saves do not change. The deity does not gain any of the assumed form's special abilities, attack forms, defenses, ability scores, or mannerisms. The deity can change physical qualities (such as hair color, hair

texture, skin color, and gender). The deity can use this ability to create disguises, gaining a bonus of +10 on its Disguise checks. The deity can use its Alter Size ability simultaneously along with this one to become taller, shorter, thinner, or heavier.

Suggested Portfolio Elements: Nature, secrets, thieves.

ALTER REALITY

Prerequisite: Cha 29.

Benefit: This ability is similar to the *wish* spell. The deity merely thinks of something and then makes it so. Doing this requires at least a standard action.

Notes: The deity can duplicate any spell of 9th level or lower as a standard action. The duplicated spell has no material or XP component, and the DC of its saving throw (if one is allowed) is $20 + \text{the deity's rank} + \text{the deity's Charisma modifier}$. The deity also can duplicate a spell with any metamagic feat (so long as the metamagic feat is available to characters of 20th level or lower). This use of the ability requires the deity to rest for 1 round for each level that the feat would normally add to the spell. It still takes a standard action to use this ability, so there is no point in using the ability to duplicate a quickened spell.

The deity can render a magical or supernatural effect permanent. The rest requirement varies with the effect: 10 minutes per level of the effect times the number of subjects affected, 10 minutes per total Hit Dice of creatures affected, or 10 minutes per 10-foot cube affected. Use the highest applicable value.

The deity can create temporary, nonmagical objects. This works like the Create Object ability (including the required rest period), except that the items last one day per rank.

The deity also can create permanent nonmagical objects as if using the Create Object ability except that all rest requirements are doubled and there is no reduction in rest time for being on an Outer Plane or in the deity's own realm.

The deity can create temporary magic items or creatures. This works like the Divine Creation ability (including the required rest period), except that the items or creatures created last 1 hour per rank. This ability cannot create permanent magic items or creatures.

The deity can reshape a landscape, creating any type of terrain the deity can imagine. Each 10-foot cube of material to be reshaped requires 1 round of effort, and the deity must rest for one day per 10-foot cube shaped after the work is completed.

Suggested Portfolio Elements: Any.

ALTER SIZE

Benefit: As a free action, the deity can assume any size from Fine to Colossal. The deity also can change the size of up to 100 pounds of objects it touches. If the deity has a familiar, personal mount, or personal intelligent weapon, the creature can change size with the deity if the deity touches it, but its weight counts against the deity's weight limit. This is a supernatural ability.

Notes: This ability allows the deity to assume any proportions from the size of a grain of sand up or as much as 1,600 feet tall. A radical change in size can have great impact on the deity's combat ability. The deity's Strength, Armor Class, attack bonus, and damage dealt with weapons changes according to the size the deity assumes. The deity's Strength score can never be reduced to less than 1 through this ability. Also note that use of this divine ability does not affect all the deities' characteristics.

Suggested Portfolio Elements: Any.

ANNIHILATING STRIKE

Prerequisites: Divine rank 11, base attack bonus +20, Str 25.

Benefit: When the deity strikes with a weapon or natural weapon, the opponent struck might be obliterated. Creatures, attended objects, and magic items must make Fortitude saves ($DC 20 + \text{the deity's rank} + \text{the damage dealt}$) or be reduced to -10 hit points and killed outright. Unattended, nonmagical objects are obliterated. The deity can destroy up to 1,000 cubic feet (a 10-foot cube) of nonliving matter per rank, so the ability destroys only part of any very large object or structure targeted.

Notes: Deities with a rank equal to or greater than the attacking deity are not subject to this ability. This ability has no effect on objects or effects that are not subject to physical attacks.

Suggested Portfolio Elements: Death, justice, vengeance, war.

ARCANE MASTERY

Prerequisites: Spellcaster level 1st, Int 29, Spell Mastery.

Benefit: The deity can prepare any wizard spell that it can cast without using a spellbook.

Notes: This ability gives the deity access to every spell on the sorcerer/wizard spell list, provided that the deity has sufficient wizard levels and a sufficient Intelligence score to cast them. The deity also can invent new sorcerer/wizard spells without researching them.

Suggested Portfolio Elements: Knowledge, magic.

AREA DIVINE SHIELD

Prerequisites: Divine rank 6, Cha 29, Divine Shield salient divine ability.

Benefit: Except where noted here, this ability works like the Divine Shield ability. The deity produces a transparent barrier whose area is up to one 10-foot square per rank, or a sphere or hemisphere with a radius of up to 1 foot per rank. The barrier can be placed anywhere within the deity's line of sight. The deity can place the barrier so that it is mobile with respect to some unattended object or willing creature. The barrier can be adjusted to ignore certain types of damage, just as a divine shield can. If the deity makes the shield mobile with respect to a willing creature, the deity also can make the barrier

one-way with respect to the creature and its allies, allowing them to attack through the shield and still use its protection.

Notes: The deity can shape the shield around itself or around a willing creature so that it is skintight, which prevents the subject from being touched.

Suggested Portfolio Elements: Mercy, protection.

AUTOMATIC METAMAGIC

Prerequisite: Spellcaster level 1st.

Benefit: The deity chooses one metamagic feat. As a free action, the deity can apply the selected feat to the spells from any one spellcasting class the deity has or to its spell-like abilities. A spell altered by the use of this ability does not use up a higher-level slot.

Notes: The deity must obey all the limitations normally associated with the metamagic feat. Any metamagic feat selected cannot have a level requirement of 21st or higher. Feats that depend on making the spell's level higher, such as Heighten Spell, do not work with this ability. A deity can have this ability multiple times, choosing a metamagic feat and either a spellcasting class or spell-like abilities to which the ability will apply each time.

Suggested Portfolio Elements: Knowledge, magic.

AVATAR

Prerequisites: Divine rank 6, Cha 29.

Benefit: An avatar serves as a deity's alter ego, effectively allowing the deity to be in two or more places at the same time. An avatar is an extension of a deity. The deity senses and knows everything the avatar senses and knows and vice versa. Each avatar counts as a remote location where the deity is sensing and communicating. A lesser deity can have up to five avatars at once, an intermediate deity can have up to ten, and a greater deity can have up to twenty avatars at once. It takes a deity one year to create an avatar or replace a destroyed avatar. The process does not require any special effort on the deity's part. An avatar must be created in the deity's own realm. If the deity has the Divine Creation salient divine ability, the deity can use it to create a new avatar anywhere. However, the deity must rest afterward as noted in the Divine Creation ability description. An avatar is a less powerful version of a deity, created by modifying the deity's statistics, that has the following characteristics.

Divine Rank: The avatar's divine rank is half that of the deity (round down). This decrease in divine rank affects many of the avatar's statistics and abilities, including bonuses to attack rolls, damage, saves, checks, and Armor Class, damage reduction, resistances, number of salient divine abilities and bonus salient divine abilities, uses per day of domain powers, saving throw DCs against spell-like abilities, range of senses, automatic actions, magic items it can create, and extent of divine aura. The deity's ability scores, speed, class levels, and Hit Dice are unchanged.

Divine Abilities: The avatar has salient divine abilities according to its own divine rank. The deity chooses which of its abilities the avatar has when creating the avatar. The avatar cannot have a salient divine ability that is not available to a deity of its own rank,

nor can it use a salient divine ability if it doesn't meet the prerequisites. An avatar cannot have the Avatar or Possess Mortal salient divine abilities.

An avatar does not have any remote sensing or remote communication powers.

Suggested Portfolio Elements: Any.

BANESTRIKE

Prerequisite: Base attack bonus +20.

Benefit: Any weapon the deity wields gains a bonus of +4 on attack rolls, and it deals an extra +4d6 points of damage against the designated foe. The bonus and extra damage stack with any other properties the weapon has.

Notes: The deity selects one kind of enemy from the list below.

Aberrations	Oozes
Animals	Outsiders, chaotic
Beasts	Outsiders, evil
Constructs	Outsiders, good
Dragons	Outsiders, lawful
Elementals	Plants
Fey	Undead
Giants	Vermin
Monstrous humanoids	Humanoids (choose one subtype)

The ability functions only when the deity personally attacks with a melee weapon or ranged weapon. The deity can apply the Banestrike ability to any weapon or natural weapon, but not to a spell, spell-like ability, supernatural ability, or divine ability. A deity can have this ability multiple times, choosing a different kind of foe each time. The deity can imbue only one bane special ability to a weapon at a time and can change among them once a round as a free action.

Suggested Portfolio Elements: Death, justice, vengeance, war.

BATTLESENSE

Benefit: The deity cannot be surprised or flanked except by a deity of higher rank. The deity retains its Dexterity bonus to Armor Class even if caught flat-footed or attacked by an invisible opponent, and is not subject to sneak attacks except by deities of higher rank.

Notes: If the deity has the uncanny dodge or improved uncanny dodge class feature, this ability replaces it.

Suggested Portfolio Elements: War.

CALL CREATURES

Benefit: The kind of creature the deity can call is noted in the deity's description. Each creature called can have no more Hit Dice than the deity has divine ranks, and the deity cannot have more creatures serving it at any given time than the deity has ranks. The creatures are transported to the deity's presence through an interdimensional connection similar to that created by a *gate* spell, except that it opens to the Material Plane. The creatures willingly serve to the best of their ability. The calling effect is otherwise similar

to the calling property of the *gate* spell.

Notes: A deity can have this ability multiple times, choosing a different kind of creature each time.

Suggested Portfolio Elements: Any.

CLEARSAIGHT

Prerequisites: Divine rank 6, Wis 29.

Benefit: The deity can see illusions, transmuted creatures and objects, and disguised creatures or objects for what they really are, provided they are within 10 feet per divine rank of the deity. This ability is similar to the *true seeing* spell, except that it does not reveal creatures' alignments and it does foil mundane disguises.

Suggested Portfolio Elements: Knowledge, truth.

COMMAND PLANTS

Benefit: The deity can make plants grow in a radius of up to one mile per divine rank once per day. The deity can use this ability even in a place where no plants grow, though in this case the plants wither and die after one day. This ability works like the *plant growth* spell, except that it cannot be countered except by a deity of higher rank than the deity using the ability. Also once per day, the deity can charm plant creatures, animate plants, or make them entangle its foes. This ability functions like the *command plants* spell, except that its maximum duration is one day no matter which option the deity chooses. At any one time, the deity can charm a number of plant creatures equal to its divine rank with this ability, regardless of Hit Dice.

Suggested Portfolio Elements: Agriculture, earth, fertility.

CONTROL CREATURES

Benefit: The deity can command some kind of creature as noted in the deity's description. This ability is similar to the *dominate monster* spell, but it is not a mind-affecting ability (the deity seizes direct control over the creature's body). Each day the deity can attempt to control a number of creature equal to its divine rank. The deity can attempt to take control of that number all at once, or in smaller numbers. All creatures to be affected must be within the deity's line of sight when first affected. Once control is established, distance is not a factor and the deity can maintain control remotely, even across planes and through wards or barriers (except divine shields and warding spells cast by deities of higher rank than the deity using the ability). The subject is allowed a Will save (DC 10 + the deity's rank + the deity's Charisma modifier) to resist and is allowed a new save if the deity commands the subject to do something against its nature.

At any given time, the deity cannot have more creatures under its control than 10 times its divine rank. If the deity already has the maximum number of creatures under its control, it can still attempt to take control of other creatures, but must first release

one or more creatures already under its control.

Notes: A deity can have this ability multiple times, choosing a different kind of creature each time.

Suggested Portfolio Elements: Any.

CRAFT ARTIFACT

Prerequisites: Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll.

Benefit: The deity can craft magic arms and armor, staffs, wands, wondrous items, rings, and scrolls that exceed the normal limits for such items

Suggested Portfolio Elements: Crafts, knowledge, magic.

CREATE OBJECT

Prerequisites: Divine rank 6, Int 29.

Benefit: As a full-round action, the deity can create one or more simple, nonmagical objects with a total weight of up to 50 pounds per divine rank, or with a total volume of 10 cubic feet per rank. If the deity uses this ability on a divinely morphic plane or within its own godly realm, double the volume and weight the deity can create. If the deity's realm is located on a divinely morphic plane, triple the volume and weight the deity can create there.

Notes: For purposes of this ability, a simple object can have no moving parts more complex than a door hinge and must be composed of a single material. The material can be no more valuable than iron (1 sp per pound). Once created, the objects are permanent and nonmagical. If the deity has the appropriate Craft skill, the deity can make a Craft check when creating the item to make it a masterwork item.

Suggested Portfolio Elements: Crafts, creation.

CREATE GREATER OBJECT

Prerequisites: Divine rank 11, Int 29, Create Object salient divine ability.

Benefit: As a full-round action, the deity can create objects weighing up to 100 pounds per divine rank, or with a volume of 20 cubic feet per rank. If the deity uses this ability on a divinely morphic plane or within its own godly realm, double the volume and

weight the deity can create. If the deity's realm is located on a divinely morphic plane, triple the volume and weight the deity can create there.

Notes: This ability works like the Create Object ability, except as noted below. A deity can use this ability to create any kind of nonmagical object.

Rest: The deity must convert a considerable amount of its own energy into the object, which can leave the deity impaired. The deity can create an object with a value of up to 100 gp without impairment. For every additional 100 gp of value (or fraction of 100

gp), the deity must rest for 10 minutes. If the deity is creating an item on a divinely morphic plane or within its own godly realm, it can create a 200 gp item without resting. If the deity's realm is located on a divinely morphic plane, it can create a 300 gp item

there without having to rest.

Suggested Portfolio Elements: Crafts, creation.

DIVINE AIR MASTERY

Prerequisite: Air domain.

Benefit: The deity gains a competence bonus on attack rolls, damage, and Armor Class equal to its divine rank if both the deity and its foe are airborne. The deity can fly with perfect maneuverability. When flying, the deity can automatically know the location of

any corporeal creature within 10 feet per divine rank, by sensing the disturbance in the air the creature causes.

Suggested Portfolio Elements: Air, wind.

DIVINE ARCHERY

Prerequisites: Base attack bonus +20, Dex 29, Point Blank Shot, Far Shot.

Benefit: The deity can fire a ranged weapon at any target within line of sight and within range of the deity's personal senses. No range increment applies to the attack. The deity does not incur any attacks of opportunity for firing a bow when threatened. As a full-round action, the deity may fire an arrow at her full base attack bonus at each opponent within 10 feet per divine rank. The deity must have the Weapon Focus feat with the type of bow she uses to perform this attack. When shooting a ranged weapon, the deity can ignore any cover bonus to the target's AC or any miss chance conferred by the target's concealment.

Suggested Portfolio Elements: Archers, war.

DIVINE ARMOR MASTERY

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: The deity ignores the maximum Dexterity bonus limit for medium or light armor.

Suggested Portfolio Elements: War.

DIVINE BARD

Prerequisite: Bard level 20th.

Benefit: This ability has several benefits:

- For the deity's bardic abilities that have a range (countersong, *fascinate*, inspire competence, inspire greatness), that range is

a number of miles equal to the deity's divine rank.

- The deity can use any bardic music inspiration ability as a standard action. The inspiration takes effect immediately after the deity concludes the action.
- The deity's bardic music abilities can affect even those normally immune to mind-affecting effects. However, such creatures gain a +10 bonus on their Will saves to resist such effects.
- The effects of all the deity's bardic music abilities are doubled. Inspire courage grants a +8 morale bonus on saving throws against charm and fear effects and a +8 morale bonus on attack and damage rolls; inspire competence grants a +4 competence bonus on skill checks; inspire greatness grants +4d10 Hit Dice, a +4 competence bonus on attack rolls, and a +2 competence bonus on Fortitude saves, and inspire heroics grants a +8 morale bonus on saving throws and a +8 dodge bonus to AC. The number of allies the deity can affect with inspire competence, inspire greatness, and inspire heroics doubles. When inspiring competence in multiple allies, the deity can choose different skills to inspire for different allies.
- The effects of the deity's bardic music inspiration abilities last for ten times as long as normal after the deity stops singing. This has no effect on inspiration abilities that have no duration after the bard stops singing.
- When any effect that is subject to countersong (any spell, supernatural ability, or spell-like effect that has the sonic or language-dependent descriptor) occurs within the deity's hearing, the deity can attempt a countersong as if it had prepared an action to do so.

Suggested Portfolio Elements: Art, bards, beauty, dance, love, music, poetry.

DIVINE BATTLE MASTERY

Prerequisites: Fighter level 20th, Combat Reflexes, Int 13, Dex 13, Dodge, Expertise, Mobility, Spring Attack, Whirlwind Attack, War domain.

Benefit: The deity can make an unlimited number of attacks of opportunity in one round. (The deity still can't make more than one attack of opportunity against a single opponent in a round.) As a full-round action, the deity may make one melee attack at its full base attack bonus against each opponent within reach. The deity does not incur any attacks of opportunity from this action.

Suggested Portfolio Elements: Justice, vengeance, war.

DIVINE BLAST

Prerequisite: Cha 29.

Benefit: The deity can use this ability a number of times per day equal to 3 + its Charisma bonus. The ray created can extend up to one mile per rank (the deity chooses the length). Targets the ray strikes take 1d12 points of damage per rank of the deity, plus 1d12

points of damage per point of Charisma bonus the deity has. There is no saving throw, but the deity must make a ranged touch attack to hit a target. The deity can make the ray look, sound, smell, and feel like anything it desires. Despite the appearance of the ray,

the damage it deals results directly from divine power and is therefore not subject to being reduced by *protection from elements* and similar magic.

Notes: The ray destroys a *wall of force*, *prismatic wall*, or *prismatic sphere* it hits (all layers in a prismatic effect are destroyed). The ray itself is unaffected and can strike a target behind the *wall of force* or prismatic effect.

A divine shield can stop the ray.

Suggested Portfolio Elements: Death, destruction, war.

DIVINE BLESSING

Prerequisite: Selected ability score 40.

Benefit: Choose one ability: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. The deity must have a score of at least 40 in the selected ability. The deity can grant mortals a +6 enhancement bonus to that ability that lasts for one day. In a single day and at one time, the deity can affect a number of creatures equal to its divine rank.

Notes: A deity can have this ability multiple times, choosing a different ability score each time.

Suggested Portfolio Elements: Agility, beauty, endurance, knowledge, strength, wisdom.

DIVINE CELERITY

Prerequisite: Dex 29.

Benefit: The deity acts as if *hasted* for a number of minutes per day equal to its divine rank. The duration of the effect need not be consecutive rounds. Activating this ability is a free action.

Suggested Portfolio Elements: Travel, wind.

DIVINE CREATION

Prerequisites: Divine rank 16, Int 29, Create Object salient divine ability, Create Greater Object salient divine ability.

Benefit: As a full-round action, the deity can create mortal creatures or magic items whose total weight is up to 100 pounds per divine rank, or with a total volume of 20 cubic feet per rank. If the deity uses this ability on a divinely morphic plane or within its

own godly realm, double the volume and weight the deity can create. If the deity's realm is located on a divinely morphic plane, triple the volume and weight the deity can create there.

Notes: This ability works like the Create Greater Object ability, except as noted below.

A deity can use this ability to create any kind of creature that does not have a divine rank. The deity can create a creature with class levels, but never with more class levels than the deity has itself or the deity's divine rank, whichever is lower.

Rest: The deity must convert a considerable amount of its own energy into a creature, which always leaves the deity impaired. The deity must rest for 10 minutes \times the creature's Hit Dice \times the creature's Challenge Rating for each creature created, with a minimum of 10 minutes per creature. If the creature has class levels, each level counts as an additional Hit Die.

The deity can create any kind of magic item except an artifact.

The rest requirement for creating magic items is the same as for the Create Greater object ability.

Suggested Portfolio Elements: Crafts, creation, supreme.

DIVINE DODGE

Prerequisite: Dex 29.

Benefit: Any physical attack or individually targeted spell directed at the deity has a percent miss chance equal to $50 + \text{deity's rank}$. Area effects that include the deity have a similar chance to be ineffective.

Notes: The ability is similar to the *blink* spell, except that it is defensive only and the deity does not move to the Ethereal Plane, but simply exits from reality for a brief moment. This ability never interferes with the deity's own attacks. If an attack overcomes the miss chance, the deity still gets the benefit of a saving throw (if one is allowed).

Suggested Portfolio Elements: Agility, gambling, luck, protection.

DIVINE DRUID

Prerequisites: Druid level 20th.

Benefit: While in a *wild shape*, the deity gains all the extraordinary and supernatural abilities of the creature whose form it adopts. In addition to animal forms, the deity can take the form of magical beasts or plant creatures. Some deities can assume additional forms. These are specified in the deity's description.

The deity can assume the form of any animal, magical beast, or plant creature from Fine to Colossal in size.

Suggested Portfolio Elements: Nature.

DIVINE EARTH MASTERY

Prerequisites: Earth domain.

Benefit: The deity gains a competence bonus on attack rolls, damage, and Armor Class equal to its divine rank if both the deity and its foe are touching the ground. The deity gains a burrow speed commensurate with its size (see Divine Characteristics), as well as the ability to glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. The deity has tremorsense, allowing it to automatically sense the location of anything within 10 feet per divine rank that is in contact with the ground. The deity has complete control over all things made of earth (including stone and metal). It can alter the form of any amount of earth as a free action. The deity can duplicate the effects of the *stone shape*, *move earth*, *rusting grasp*, *transmute rock to mud*, *transmute mud to rock*, and *disintegrate* spells, with any earth, stone, or metal object as a target. The deity can also transmute any object made of earth, stone, or metal into a different kind of earth, stone, or metal. The deity can affect any object it can see, but no more than one object per round.

Suggested Portfolio Elements: Earth.

DIVINE FAST HEALING

Prerequisites: Con 29 or the fast healing special quality.

Benefit: The deity gains fast healing of $20 + \text{divine rank}$. Lost limbs or body parts reattach instantly when pressed against the wound on the body.

Notes: This ability does not stack with the fast healing special quality.

Notes: A deity can have this ability multiple times, and its effects stack. A deity with two applications of this ability improves its fast healing by $40 + (\text{divine rank} \times 2)$.

Suggested Portfolio Elements: Endurance, healing.

DIVINE FIRE MASTERY

Prerequisites: Fire domain.

Benefit: The deity gains a competence bonus on attack rolls, damage, and Armor Class equal to its divine rank if both the deity and its foe are touching fire or using weapons with the flaming or flaming burst special abilities.

The deity is immune to the effects of fire and heat.

The deity can automatically know the location of any corporeal creature within 10 feet per divine rank by sensing the disturbance in the ambient temperature that the creature causes.

The deity has complete control over all nonmagical fire and can duplicate the effect of any spell with the fire descriptor as a standard action.

Suggested Portfolio Elements: Fire.

DIVINE GLIBNESS

Prerequisites: Cha 29, Bluff 40 ranks, Trickery domain.

Benefit: As a full-round action, the deity can speak and convince others to take some course of action. This works like a *mass suggestion* spell cast at a level equal to $10 + \text{deity's divine rank}$, except that it affects up to $(10 + \text{divine rank})$ creatures, no two of

which can be more than $(10 \times \text{divine rank})$ feet apart. The save DC is $10 + \text{the deity's Charisma modifier} + \text{the deity's divine rank}$.

Suggested Portfolio Elements: Commerce, lies, thieves.

DIVINE INSPIRATION

Benefit: The deity can enchant creatures to create a specific emotion. The deity can affect one creature per divine rank at once, and up to the same number each day. All must be within the deity's line of sight when first affected. The specific effects depend on the emotional state induced.

Courage: The enchanted creatures become immune to fear effects and receive a +2 morale bonus on attack rolls, weapon damage rolls, skill checks, and Will saves.

Despair: The enchanted creatures are affected as by an improved version of the *crushing despair* spell: affected creatures suffer a -4 penalty on attack rolls, damage rolls, saves, and checks unless they make a successful Will save (DC $10 + \text{deity's Charisma modifier} + \text{deity's divine rank}$). The effect lasts one day.

Dread: The enchanted creatures must make successful Wisdom checks (DC = the deity's divine rank) to attack or fight. If the check fails, the creature flees in panic for 1d4 rounds. If the check succeeds, the creature does not have to check again for 10 minutes. The enchanted creatures also suffer a -2 morale penalty on attack rolls, weapon damage rolls, skill checks, and Will saves.

Frenzy: Frenzied creatures spend themselves in drinking, feasting, and dancing unless provoked or incited to violence.

Frenzied creatures turn violent if they are attacked or perceive a threat to their safety. Frenzied creatures receive a +4 morale bonus to Strength and Dexterity, a -4 penalty to Wisdom, and a -2 penalty to AC. Subjects can attempt Will saves (DC $10 + \text{deity's Charisma modifier} + \text{deity's divine rank}$) to resist the effect. This is a mind-affecting compulsion.

Hope: The enchanted creatures gain a +4 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The enchanted creatures receive a +4 morale bonus to Strength and Constitution scores, a +2 morale bonus on Will saves, and a -2 penalty to AC. They are compelled to fight heedless of danger. Subjects can attempt Will saves (DC $10 + \text{deity's Charisma modifier} + \text{deity's divine rank}$) to resist the effect. This is a mind-affecting compulsion.

Love and Desire: A love effect causes the target to fall in love with the specified creature, seeking every opportunity to be near that creature and making every effort to win the creature's affection. A desire effect is similar, but the target seeks any opportunity to become physically intimate with the specified creature. Subjects can attempt Will saves (DC $10 + \text{deity's Charisma modifier} + \text{deity's divine rank}$) to resist the effect. This is a mind-affecting compulsion effect.

Suggested Portfolio Elements: Any.

DIVINE MONK

Prerequisites: Monk level 20th.

Benefit: The deity's unarmed strikes are treated as a magic slashing weapon with an enhancement bonus of +5 and the keen, lawful, and vorpal qualities. If the deity chooses, a particular attack can be bludgeoning instead of slashing, but the keen and vorpal qualities do not apply to that attack. Any unarmed attack the deity makes has a base damage of 2d12.

The deity can use the Deflect Arrows feat to deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows. The deity can deflect any number of attacks in a single round. When the deity deflects any attack, the

attack is reflected upon the attacker, using the deity's base ranged attack bonus. When the deity deflects a spell, the spell's level is added to the DC to deflect the attack. The deity only gains the second benefit of this ability if he or she has the Deflect Arrows feat.

Suggested Portfolio Elements: Law.

DIVINE PALADIN

Prerequisites: Paladin level 20th.

Benefit: The deity's aura of courage grants a +8 morale bonus on saving throws against fear effects and extends to all allies within 100 feet of the deity.

The deity's special mount, if any, gains the celestial template.

The deity can smite evil ten times per day, and gets an extra 3 points of damage per class level on a successful smite attempt.

Suggested Portfolio Elements: Good, justice, law, nobility, war.

DIVINE RADIANCE

Prerequisite: Good alignment, Sun domain.

Benefit: The deity can shed light in a (10 feet × divine rank) emanation from its body. This light counters and dispels all darkness effects (unless created by a deity of higher rank) and causes pain and damage to undead creatures, who take 2d8 points of damage per round with no save. As a full attack action, the deity can generate up to three rays of scorching light that can strike targets up to a number of miles away equal to the deity's divine rank. Each ray deals 1d6 points of damage per 2 divine ranks. Undead take 1d12 points of damage per 2 divine ranks.

Suggested Portfolio Elements: Good, light, sun.

DIVINE RAGE

Prerequisite: Barbarian level 20th.

Benefit: This ability is similar to the barbarian's rage ability (and it replaces the barbarian rage ability for the deity). The deity can activate this ability only after suffering damage from a weapon, and can use it a number of times per day equal to its divine rank. Once used, the ability lasts 1 hour (though the deity can end the rage at will). While raging, the deity gains +10 to Strength, +10 to Constitution, and a +5 morale bonus on Will saves. The deity's spell resistance and energy resistances each increase by +10. The deity also can make one extra attack, at its full attack bonus, whenever it uses the full attack action. While raging, the deity suffers a -5 penalty to Armor Class and cannot perform acts that require patience and concentration, such as moving silently, casting spells, and using salient divine abilities.

Suggested Portfolio Elements: Destruction, rage, strength, war.

DIVINE RANGER

Prerequisites: Ranger level 20th, Wis 25, Wilderness Lore 40 ranks, Knowledge (nature) 30 ranks.

Benefit: Any weapon the deity wields against one of its favored enemies is treated as a bane weapon against that creature type. Thus, its enhancement bonus is increased by +2 and it deals +2d6 points of damage.

The deity can follow tracks at its normal land speed. It treats all normal terrain as very soft ground for purposes of tracking and ignores DC modifiers for time or weather. The deity can track creatures across water, underwater, or through the air by means of the minute disturbances they make and traces of their passage. The table below adds across water, underwater, and air to the list of surfaces found in the Track feat description.

Surface	DC
Across water	60
Underwater	80
Air	120

Suggested Portfolio Elements: Archers, hunting, nature.

DIVINE RECALL

Benefit: The deity remembers every event of a certain type that has ever occurred. The type of event is specified in the deity description.

Notes: A deity can have this ability multiple times, choosing a different type of event each time.

Suggested Portfolio Elements: Knowledge.

DIVINE ROGUE

Prerequisites: Rogue level 20th, Dodge, improved evasion, defensive roll.

Benefit: When struck by an attack from an opponent the deity has designated as its dodge target, the deity may make a Reflex save (DC 10 + damage dealt) to negate all damage from the attack.

If the deity passes within 5 feet of a trap, the deity is entitled to a Search check to notice it as if the deity were actively looking for it.

The deity can assess the exact value of any treasure it can see.

The deity also can immediately determine what any creature is carrying and where each carried item is.

Suggested Portfolio Elements: Thieves.

DIVINE SHIELD

Prerequisites: Cha 29.

Benefit: As a free action, the deity can create a shield that lasts 10 minutes and protects the deity's body and equipment from attacks. The shield stops 10 points of damage per rank. Once the shield stops that much damage, it collapses. The damage can be from any source, including a divine blast attack. The deity can use this ability a number of times per day equal to 3 + its Constitution bonus.

Notes: The deity can adjust the shield so that it does not block damage the deity ignores anyway. The effects of multiple divine shields do not stack.

Suggested Portfolio Elements: Protection.

DIVINE SKILL FOCUS

Prerequisites: 23 ranks in the selected skill.

Benefit: The deity receives a bonus of 10 + its divine rank when using the skill selected.

Notes: This bonus stacks with the divine rank bonus deities normally receive on checks. If the selected skill is related to the deity's portfolio, add the deity's rank to the maximum DC for a free action.

A deity can have this ability multiple times, choosing a different skill each time.

Suggested Portfolio Elements: Any.

DIVINE SNEAK ATTACK

Prerequisites: Sneak attack +10d6, crippling strike.

Benefit: The deity's sneak attacks deal an additional +3d6 points of damage.

Any attack of opportunity the deity makes is considered a sneak attack.

The deity can flank or catch flat-footed any opponent whose divine rank does not exceed the deity's and can sneak attack that opponent. The deity cannot deal sneak attack damage to opponents that are immune to critical hits. Any time the deity inflicts damage with a sneak attack, that target suffers damage equal to the deity's sneak attack bonus damage on the deity's next turn as well.

Suggested Portfolio Elements: Thieves.

DIVINE SPELL FOCUS

Prerequisites: Spell Focus, Greater Spell Focus.

Benefit: The deity chooses one school of magic. The save DC for any spell of that school increases by one-half the deity's divine rank. This bonus overlaps (does not stack with) the bonus from Spell Focus or Greater Spell Focus.

Notes: A deity can have this ability multiple times, choosing a different school of magic each time.

Suggested Portfolio Elements: Magic.

DIVINE SPELLCASTING

Prerequisites: Spellcaster level 20th.

Benefit: The deity can cast spells whose effective level is above 9th. The number of spells per day the deity can cast of each spell level above 9th depends on the deity's key ability score for spell-casting classes in which the deity has achieved 20th level, as shown

on Table: Divine Spellcasting. The numbers on that table represent one spell per day at each spell level above 9th in which it receives bonus spells from its key ability score, plus

bonus spells based on the key ability score. The deity can use these slots for spells prepared or cast with a metamagic feat, or for lower-level spells.

If the deity has achieved 20th level in a spellcasting class with fewer than nine levels of spells (such as bard, paladin, or ranger), the deity can also cast one spell per day of each level between the maximum normal spell level and 9th, plus appropriate bonus spells

of each level based on the deity's key ability score. These spells are not shown on the table.

The deity also doesn't incur attacks of opportunity for casting spells when threatened.

In addition, the deity receives the benefit of the Spell Focus feat on any spell it casts.

Suggested Portfolio Elements: Magic.

SPELL SLOTS ABOVE 9TH LEVEL

The Divine Spellcasting ability grants deities access to spell slots above 9th level (which can be used to hold lower-level spells or spells whose level has been increased above 9th by the use of metamagic feats). The number of spell slots available to a deity depends on the deity's key ability score (Intelligence for wizards, Wisdom for clerics, druids, paladins, and rangers, and Charisma for bards and sorcerers), as shown on Table: Divine Spellcasting.

Even though the table only includes ability scores up to 61 and spell slots up to 25th level, the progression continues infinitely in both directions. For ability scores beyond 61, or for spell slots above 25th level, expand the table to follow the same patterns as shown.

The numbers on this table include bonus spells that a deity receives for having a sufficiently high ability score, as well as one additional spell of each level at which the deity gains at least one bonus spell. This additional spell is one of the benefits of the

Divine Spellcasting salient divine ability.

Table: Divine Spellcasting

Score	Modifier	Spells per Day														
		10t	11th	12th	13th	14th	15th	16t	17th	18th	19th	20th	21st	22nd	23rd	24th
10–11	+0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
12–13	+1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
14–15	+2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
16–17	+3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
18–19	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
20–21	+5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
22–23	+6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
24–25	+7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
26–27	+8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
28–29	+9	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
30–31	+10	2	—	—	—	—	—	—	—	—	—	—	—	—	—	—
32–33	+11	2	2	—	—	—	—	—	—	—	—	—	—	—	—	—
34–35	+12	2	2	2	—	—	—	—	—	—	—	—	—	—	—	—
36–37	+13	2	2	2	2	—	—	—	—	—	—	—	—	—	—	—
38–39	+14	3	2	2	2	2	—	—	—	—	—	—	—	—	—	—
40–41	+15	3	3	2	2	2	2	—	—	—	—	—	—	—	—	—
42–43	+16	3	3	3	2	2	2	2	—	—	—	—	—	—	—	—
44–45	+17	3	3	3	3	2	2	2	2	—	—	—	—	—	—	—
46–47	+18	4	3	3	3	3	2	2	2	2	—	—	—	—	—	—
48–49	+19	4	4	3	3	3	3	2	2	2	2	—	—	—	—	—
50–51	+20	4	4	4	3	3	3	3	2	2	2	2	—	—	—	—
52–53	+21	4	4	4	4	3	3	3	3	2	2	2	2	—	—	—
54–55	+22	5	4	4	4	4	3	3	3	3	2	2	2	2	—	—
56–57	+23	5	5	4	4	4	4	3	3	3	3	2	2	2	2	—
58–59	+24	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2
60–61	+25	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2

etc. . .

DIVINE SPLENDOR

Prerequisites: Divine rank 16, Cha 26.

Benefit: Any mortal who approaches within 10 feet per divine rank of the deity in its natural form dies immediately, with no saving throw.

Suggested Portfolio Elements: Supreme.

DIVINE STORM

Prerequisite: Divine rank 11.

Benefit: The deity can surround itself with a vortex of holy or unholy force that manifests in different forms depending on the deity. The vortex extends from the deity in an emanation with a radius of 10 feet per divine rank. The effect stops attacks with thrown weapons and projectiles (they fail if made by creatures inside the area, or targeted at creatures within the area, or

if their paths take them through the area).

In addition, the force expels creatures whose alignment on the ethical (lawful-chaotic) axis is opposite the deity's. If the deity's ethical alignment is neutral (neutral good or neutral evil), the force does not expel any creatures. Affected creatures in the area must make Fortitude saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) or be picked up and thrown out, regardless of size. Such creatures suffer 1d6 points of

damage for each 10 feet they travel. Creatures that make successful saves are not affected by the vortex for one day, although the vortex still stops their thrown weapons and projectiles. Creatures that fail their saves can attempt to reenter the area, but must attempt new saves.

The force damages creatures whose alignment on the moral (good-evil) axis is opposite the deity's. If the deity's moral alignment is neutral (lawful neutral or chaotic neutral), the force does not damage any creatures. Affected creatures in the area must make Fortitude saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) each round or suffer 1 point of holy damage per divine rank. A successful save negates the damage, but the creature must save again the next round if it is still within the area.

Creatures whose alignment is diametrically opposed to the deity's are subject to both effects.

Suggested Portfolio Elements: War.

DIVINE WATER MASTERY

Prerequisites: Water domain.

Benefit: The deity gains a competence bonus on attack, damage, and Armor Class equal to its divine rank if both the deity and its foe are touching the same body of water.

The deity gains a swim speed commensurate with its size (see Divine Characteristics).

At will, as a full-round action, the deity can create a devastating tidal wave of water. On land, the wave has effects similar to a flash flood: Creatures caught in the water must

make a Fortitude save (DC 15). Large or smaller creatures that fail the save are swept away, taking 1d6 points of subdual damage per round (1d3 points on a successful

Swim check against DC 20). Huge creatures that fail are knocked down, while Gargantuan and Colossal creatures are checked. The wave destroys all wooden buildings and

25% of the stone buildings it comes into contact with. At sea, the tidal wave capsizes ships and crushes them to splinters. The wave affects a number of miles of coastland up to the deity's divine rank.

When touching water, the deity can automatically sense the location of anything within 10 feet per divine rank that is in contact with the same body of water.

Suggested Portfolio Elements: Water.

DIVINE WEAPON FOCUS

Benefit: This ability works like the Weapon Focus feat except that the deity receives a bonus of +4 on attacks with the weapon.

Notes: This bonus stacks with the divine rank bonus deities get on attack rolls, and with the Divine Weapon Mastery salient divine ability. It also stacks with the Weapon Focus and Greater Weapon Focus feats.

A deity can have this ability multiple times, choosing a different kind of weapon each time.

Suggested Portfolio Elements: War.

DIVINE WEAPON MASTERY

Prerequisites: Fighter level 20th, War domain.

Benefit: The deity receives the benefits of the Weapon Focus, Weapon Specialization, and Improved Critical feats when wielding any simple or martial weapon.

Suggested Portfolio Elements: War.

DIVINE WEAPON SPECIALIZATION

Prerequisites: Base attack bonus +20, Divine Weapon Focus salient divine ability with the selected weapon.

Benefit: This ability works like the fighter's Weapon Specialization feat, except that the deity receives a bonus on damage with the weapon equal to its divine rank.

Notes: If the selected weapon is a ranged weapon, the extra damage applies against any target the deity can see.

The damage bonus from this ability stacks with the damage bonus from the Divine Weapon Mastery ability and the Weapon Specialization and Greater Weapon Specialization feats.

A deity can have this ability multiple times, choosing a different kind of weapon each time.

Suggested Portfolio Elements: War.

ENERGY BURST

Benefit: The deity can create an emanation of a specific type of energy (acid, cold, electricity, fire, or sonic energy, specified in the deity's description) with a radius of 10 feet per divine rank. Anything in the area takes 1d8 points of the appropriate energy damage per divine rank. Damage is halved for those who make successful saving throws (Reflex for acid, cold, electricity, or fire, or Fortitude for sonic energy; DC 10 + the deity's divine rank + the deity's Constitution modifier).

Notes: A deity can have this ability multiple times, choosing a different type of energy each time.

Suggested Portfolio Elements: Nature.

ENERGY STORM

Prerequisite: Divine rank 11.

Benefit: The deity can surround itself with a vortex of energy (acid, cold, electricity, fire, sonic, positive, or negative energy, specified in the deity's description). The vortex extends from the deity in an emanation with a radius of 10 feet per divine rank. The effect

stops attacks with thrown weapons and projectiles. Such attacks fail if made by creatures inside the area, or targeted at creatures within the area, or if their paths take them through the area.

Energy storms that use acid, cold, electricity, fire, or sonic energy deal 1 point of energy damage and 1 point of holy damage per divine rank each round.

Positive energy deals 1 point of damage per divine rank to undead creatures, and heals the same amount of damage on living creatures.

Negative energy deals 1 point of negative energy per divine rank to living creatures, and heals the same amount of damage on undead creatures.

Notes: A deity can have this ability multiple times, choosing a different type of energy each time.

Suggested Portfolio Elements: Fire, storms.

EXTRA DOMAIN

Prerequisite: Divine rank 6.

Benefit: The deity chooses one domain to add to its list of domains. The deity can grant spells and powers from that domain and use those spells and powers personally, just as it can the spells and powers of its other domains.

Notes: A deity can have this ability multiple times, choosing a new domain each time.

Suggested Portfolio Elements: Any.

EXTRA ENERGY IMMUNITY

Prerequisites: Divine rank 6, resistance to the energy type selected.

Benefit: The deity gains immunity to acid, cold, electricity, fire, or sonic energy.

Notes: This ability is effective even if the attacker is a deity of higher rank.

A deity can have this ability multiple times, choosing a different form of energy each time.

Suggested Portfolio Elements: Any.

EXTRA SENSE ENHANCEMENT

Prerequisites: Wis 29.

Benefit: The deity chooses one sense to enhance. The ability can extend a sense's range one mile per divine rank, or it can allow the sense to ignore one type of physical or magical blockage. The enhanced sense can penetrate 10 feet of a physical barrier per rank or 100 feet of a less tangible barrier (such as fog or smoke) per rank.

Notes: Some deities have specific applications of this ability that go beyond the normal senses.

A deity can have this ability multiple times, choosing a different sense each time.

Suggested Portfolio Elements: Any.

FOOTSORE

Prerequisites: Travel domain.

Benefit: The deity can sap the energy from living creatures so that they feel tired. It can affect up to one creature per divine rank at once, but no more than one creature per divine rank each day. All must be within the deity's line of sight when first affected. Subjects

can attempt Fortitude saves (DC 10 + deity's Charisma modifier + deity's divine rank). Creatures who fail their saves become fatigued and their speed is reduced by half. Furthermore, any mount or vehicle they ride is likewise slowed. The effect lasts one day.

Suggested Portfolio Elements: Travel.

FREE MOVE

Prerequisites: Dex 29, Divine Celerity salient divine ability.

Benefit: The deity can move up to its speed once a round as a free action.

Suggested Portfolio Elements: Travel.

FRIGHTFUL PRESENCE

Prerequisites: Cha 24.

Benefit: Whenever the deity performs a specific action specified in the deity's description (usually attacking, but sometimes making an intimidating gesture), foes within a 30-foot-radius burst must make Will saves (DC 10 + deity's Charisma modifier + deity's divine rank). Foes within the burst, but not the deity's immediate target, become shaken for 3d6 rounds if they fail their saves. Creatures the deity attacks when it activates the ability become panicked for 3d6 rounds if they fail their saves. Foes who make successful saving throws are unaffected by this ability for one day.

Suggested Portfolio Elements: Destruction, war.

GIFT OF LIFE

Benefit: The deity restores the dead creature to life, no matter how long the creature has been dead or what the condition of the body.

Notes: This ability works like the *true resurrection* spell, except that there is no material component and the amount of time the subject has been dead is irrelevant.

This ability can restore a creature to life against its will, but only with the permission of whatever deity rules the underworld or the divine realm where the mortal's soul resides. This ability can resurrect an elemental or outsider and can resurrect a creature whose soul is trapped, provided the soul is not held by a deity of higher rank than the one using this ability.

This ability cannot restore life to a creature that has been slain by the Hand of Death ability or the Life and Death ability of a deity with a higher rank.

Suggested Portfolio Elements: Healing, life.

GROW CREATURE

Benefit: This ability works like the *animal growth* spell, except that it can affect up to one creature of the specified type per divine rank each day, all of which must be within the deity's line of sight when first affected. The effect lasts one day.

Notes: A deity can have this ability multiple times, choosing a different type of creature each time.

Suggested Portfolio Elements: Nature.

HAND OF DEATH

Benefit: The deity points to any mortal within the deity's sensory range and snuffs out its life. There must be an unbroken line of effect between the deity and the target.

Notes: This ability works like the *destruction* spell, except that there is no material component. The mortal is allowed a Fortitude saving throw with a DC of 20 + the deity's Charisma bonus + the deity's divine rank. Even if the save succeeds, the subject takes 10d6 points of damage, which may kill it anyway. If the attack kills the mortal (either through a failed saving throw or through damage), the mortal cannot be raised or resurrected afterward, except by a deity of equal or higher rank using the Gift of Life, Life and Death, or Mass Life and Death salient divine ability.

Suggested Portfolio Elements: Death.

INCREASED DAMAGE REDUCTION

Prerequisites: Con 29.

Benefit: The deity's damage reduction increases 5 and adds an alignment requirement opposed to the deity's alignment to bypass the damage reduction. For example, a lawful good deity with DR25/epic would gain DR 30/epic and evil or DR 30 epic and chaotic.

Notes: A deity cannot chose this ability more than once.

Suggested Portfolio Elements: Any.

INCREASED ENERGY RESISTANCE

Benefit: The deity gains resistance equal to its divine rank to acid, cold, electricity, fire, or sonic energy.

Notes: A deity can have this ability multiple times, choosing a different form of energy each time. The deity also can have this ability more than once for a single type of energy. When applied to an energy type that the deity already resists, this ability increases the resistance by 10.

Suggested Portfolio Elements: Any.

INCREASED SPELL RESISTANCE

Benefit: The deity's spell resistance increases by 20.

Notes: A deity can have this ability multiple times, and its effects stack. A deity with two applications of this ability improves its spell resistance by 40.

Suggested Portfolio Elements: Magic.

INDOMITABLE STRENGTH

Prerequisite: Str 40, Strength domain.

Benefit: If required to make an opposed roll involving Strength (including grapple checks), the deity receives a divine bonus of +25 on its roll. This bonus stacks with the normal divine rank bonus.

Suggested Portfolio Elements: Strength.

INSTANT COUNTERSPELL

Benefit: When any spell is cast within the deity's line of sight, the deity can counterspell it as a free action, provided that the deity is capable of casting the spell immediately or has it as a spell-like ability and makes the required Spellcraft check. The use of Instant

Counterspell counts against the normal number of free actions the deity is allowed each round.

Suggested Portfolio Elements: Magic.

INSTANT MOVE

Prerequisites: Divine rank 6, Dex 29.

Benefit: As a move action, the deity can travel up to 30 feet per divine rank, as though using the *dimension door* spell, except that the deity never appears within a solid object and can act immediately after teleporting.

Suggested Portfolio Elements: Travel.

IRRESISTIBLE BLOWS

Prerequisites: Weapon Focus and Improved Critical with the selected melee weapon.

Benefit: When the deity makes a melee attack with the chosen weapon against a creature, resolve the attack as a melee touch attack (the weapon blow ignores armor and natural armor bonuses). If the weapon hits, the creature struck must make a Fortitude save (DC 10 + the deity's Constitution modifier + the deity's divine rank) or be stunned for 1d10 rounds.

The deity's attacks with the chosen weapons are considered to be adamantine for purposes of bypassing damage reduction and hardness.

Notes: A deity can have this ability multiple times, choosing a different kind of weapon each time.

Suggested Portfolio Elements: War.

IRRESISTIBLE PERFORMANCE

Prerequisites: Perform 40 ranks.

Benefit: When the deity sings, plays a musical instrument, tells jokes, recites verse, or engages in any other type of performance as a full-round action, the deity has the option to create any of the following effects. The deity can use this ability a number of times per

day equal to its divine rank. It affects up to one creature per divine rank within a burst with a radius of 10 feet per divine rank, centered on the deity.

- Affected creatures become unable to take actions; instead, they dance, observe the performance with rapt attention, laugh, or applaud at the deity's option. The affected creatures also suffer a -4 penalty to Armor Class, cannot succeed at Reflex saves (except on a roll of 20), and cannot use shields. Creatures can resist this mind effect with a successful Will save (DC 10 + the deity's Charisma modifier + the deity's divine rank). The effects last for as long as the deity performs and for up to 1 round per divine rank thereafter.

- Affected creatures become blissfully calm. They are immune to fear and compulsion effects except for those created by deities of higher rank than the performing deity and any such effects already operating on affected creatures are countered and dispelled. This ability also counters and dispels rage effects except for those created by deities of higher rank than the performing deity. Immunity to fear and compulsion last for as long as the deity performs and for up to 1 round per divine rank thereafter.

- Affected creatures fall asleep. This works like the *sleep* spell, except that any living creature can be affected. Creatures can resist this mind effect with Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank). Affected creatures sleep for up to 1 hour per divine rank or until awoken. The deity can end the effect at will.

- Affected creatures are so deeply moved that they simply die. Only living creatures with Hit Dice equal to or less than the deity's divine rank are affected. Creatures can resist the effect with Fortitude saves (DC 10 + the deity's Charisma modifier + the deity's divine rank).

Once a creature makes a successful save against one of the deity's performances, the creature cannot be affected again for one day.

Note: Not all deities with this ability can create all the mentioned effects, as specified in the deity descriptions.

Suggested Portfolio Elements: Art, bards, beauty, dance, love, music, poetry.

KNOW DEATH

Benefit: The deity knows the exact moment and circumstances of any mortal creature's death just by looking at the creature.

Suggested Portfolio Elements: Death.

KNOW SECRETS

No secrets can be kept from the deity.

Benefit: The deity can learn a creature's entire history (including any embarrassing or vital secrets it might know) just by looking at it. This ability is similar to the *legend lore* spell, except that it delivers instant results and the subject is allowed a Will save (DC 10 + the deity's Charisma modifier + the deity's divine rank) to avoid the effect.

Suggested Portfolio Elements: Knowledge, secrets.

LAY CURSE

Benefit: This ability works like the *bestow curse* spell, except that mortals get no save. Deities of equal or lesser rank are subject to this ability, but are allowed Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) to resist.

The curse

can be removed only by a deity of equal or higher rank than the cursing deity.

The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected.

Suggested Portfolio Elements: Evil.

LAY QUEST

Benefit: This ability works like the *geas/quest* spell, except that it works only on mortals and it can be removed only by a deity of equal or higher rank than the deity who lays the quest. The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected.

Suggested Portfolio Elements: Justice, law.

LIFE AND DEATH

Prerequisites: Divine rank 6, Gift of Life or Hand of Death salient divine ability.

Benefit: The deity designates any mortal and snuffs out its life. Or the deity can designate any dead mortal and restore it to life.

Notes: This ability works across planar boundaries and penetrates any barrier except a divine shield. However, the subject must be in a location the deity can sense, either within the deity's sense range or in a location the deity can perceive through its remote sensing ability. If the deity cannot see the subject, the deity must unambiguously identify the subject in some fashion. If the deity chooses to kill a mortal, the ability works like the

destruction spell, except that there is no material component or saving throw. The mortal cannot be raised or resurrected afterward, except by a deity of equal or higher rank using the Gift of Life or Life and Death salient divine ability.

If the deity restores life to a mortal, this ability works like the *true resurrection* spell, except that there is no material component and the amount of time the subject has been dead is irrelevant.

This ability cannot restore a creature to life against its will, but it can resurrect an elemental or outsider. It can resurrect a creature whose soul is trapped, provided the soul is not held by a deity of higher rank than the one using this ability.

This ability cannot restore life to a creature that has been slain by the Hand of Death, Life and Death, or Mass Life and Death ability of a deity with a higher rank.

Rest: After using either version of this ability, the deity must rest for 1 minute per level or Hit Die of the creature affected.

Deities whose portfolio includes death do not have to rest after using this ability.

Suggested Portfolio Elements: Death, supreme.

LIFE DRAIN

Prerequisites: Death domain.

Benefit: As a free action, the deity can generate a cloud of darkness that rises from its body in a spread with a radius of 10 feet per divine rank and 10 feet high. The cloud blocks sight as a *deeper darkness* spell does, except that it cannot be countered by light

effects (other than those cast by deities of higher rank). Living creatures must make Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) or die. Even with a successful save, living creatures still gain two negative levels (the save

DC to remove the negative levels is the same as the first Will save). A single creature can be drained by the cloud only once per day, but the cloud's darkness remains effective.

Suggested Portfolio Elements: Death, undead.

MASS DIVINE BLAST

Prerequisites: Divine rank 6, Cha 29, Divine Blast salient divine ability.

Benefit: This ability works like the Divine Blast ability, except that the deity can specify up to five targets per rank, no two of which can be more than one mile apart per rank, or an area. The area can be a cone, burst, spread, or cylinder. A cone can be up to 100 feet long per rank. A burst or spread can have a radius of up to 50 feet per rank. A cylinder can have a radius of up to 50 feet per rank and a height of up to 10 feet per rank. The deity chooses the attack's exact form and dimensions.

Each use of this ability counts as a use of the deity's Divine Blast ability.

Suggested Portfolio Elements: Death, destruction, war.

MASS LIFE AND DEATH

Prerequisites: Divine rank 16, Gift of Life or Hand of Death salient divine ability, Life and Death salient divine ability.

Benefit: The deity can designate any number of mortals and snuffs out their lives. Or the deity can designate any number of dead mortals and restore them to life.

Notes: No two mortals affected by a single use of this ability can be more than one mile apart per rank of the deity. The ability is otherwise identical with the Life and Death salient divine ability.

Rest: After using either version of this ability, the deity must rest for 1 minute per levels or Hit Dice of the creatures affected.

Suggested Portfolio Elements: Death, supreme.

MASTER CRAFTER

Prerequisites: 23 ranks in two different Craft skills.

Benefit: Any object the deity creates is treated as a masterwork item, but uses the base item price (not the masterwork price) to determine time and cost required to create it. Any item the deity creates also has twice the hit points it would normally have, and its

break DC is increased by +10. These benefits apply to walls, doors, and other components of buildings the deity creates, as well as smaller items.

Suggested Portfolio Elements: Crafts, creation.

MIND OF THE BEAST

The deity can make plants and animals sentient, and it can reduce sentient creatures to animal or plant form.

Benefit: The deity can grant humanlike sentience to trees or animals. This sentience lasts a maximum of one day, and the sentient tree or animal obeys the deity's commands to the best of its ability. The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected.

Also, the deity can transmute any creature into a plant or animal of approximately the same size or up to two size categories smaller. The subject is allowed a Fortitude save ($DC\ 10 + \text{the deity's Charisma modifier} + \text{the deity's divine rank}$) to resist. Subjects

turned into plants become objects. Subjects turned into animals have the same abilities and statistics of the kind of animal the deity chooses.

The Alter Reality ability can make either effect permanent.

Suggested Portfolio Elements: Nature.

POSSESS MORTAL

Prerequisites: Cha 29.

Benefit: The deity can possess any mortal in any location the deity can sense. Unwilling mortals can attempt Will saves ($DC\ 10 + \text{the deity's Charisma modifier} + \text{the deity's rank}$).

Notes: Spells that prevent possession block this ability if the mortal is unwilling. Likewise, spells that end possession drive out the deity if the mortal is unwilling. If the mortal is willing, however, the deity cannot be blocked or driven out, except by a divine

shield or the use of the Alter Reality salient divine ability by a deity of higher rank.

The possessed mortal effectively becomes an avatar of the deity. The deity can draw on all the possessed mortal's memories, and the deity senses what the mortal senses. Each mortal possessed counts as a remote location where the deity is sensing and communicating. A demigod can possess up to two mortals at a time, a lesser deity can possess up to five mortals at once, an intermediate deity can possess up to ten, and a greater deity can possess up to twenty mortals at once.

While the deity is in possession, the mortal's abilities are unchanged, except as noted below.

Type: Same as the deity.

Hit Points: Same as the mortal, +1 for each rank of the deity.

Armor Class: The mortal gains a divine bonus to Armor Class equal to half the deity's divine rank.

Ability Scores: Strength, Dexterity, and Constitution are unchanged. Intelligence, Wisdom, and Charisma become 5 points lower than the deity's (or remain as the mortal's scores if they are higher).

Saves: Fortitude and Reflex same as the mortal; Will adjusted if necessary for the mortal's new Wisdom score.

Skills: The mortal can use its own skills and the deity's skills. If the mortal and the deity have the same skill, use the skill of whichever has more ranks in the skill. Use the mortal's effective ability scores to determine skill modifiers.

Suggested Portfolio Elements: Supreme.

POWER OF LUCK

Prerequisites: Luck domain.

Benefit: The deity can give creatures good or bad fortune. The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected. Subjects receive a luck bonus of +1 per divine rank or a luck penalty of -1 per divine rank on attack rolls, saves, and checks for one day. Any creature that attacks the deity automatically suffers the luck penalty, and this does not count against the deity's daily uses of this ability.

Suggested Portfolio Elements: Fate, gambling, luck.

POWER OF NATURE

Benefit: The deity can perform any of the following in a radius of one mile per divine rank around the deity, at will, as a full-round action.

- Create or quell winds to produce anything from still air to tornado force winds.
- Set the temperature anywhere from -50°F to 120°F.
- Shake the earth, as the *earthquake* spell.
- Create rain, sleet, hail, snow, or thunderstorms.

These effects last as long as the deity concentrates and for up to 1 minute per divine rank afterward. The deity can end an effect as a free action.

Suggested Portfolio Elements: Nature, sea, weather.

POWER OF TRUTH

Benefit: The deity knows when anyone (other than a deity of equal or higher rank) deliberately lies. This ability works like the *discern lies* spell, except that it works continuously and applies to any creature the deity can perceive. The deity also can enchant creatures so they become truthful. The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected. The enchanted creatures become unable to utter any deliberate falsehoods or evasions of truth for one day. The subject is allowed a Will save (DC 10 + the deity's Charisma modifier + the deity's divine rank) to resist. Subjects who make successful saves become immune to this ability for one day.

Suggested Portfolio Elements: Justice, law, truth.

REJUVENATION

Prerequisites: Divine rank 11, Divine Fast Healing salient divine ability.

Benefit: When the deity suffers an attack that should destroy it, it simply disperses and reassembles later. Roll 10d10 to determine the number of days before the deity returns.

Notes: If the deity is killed in its own realm, subtract the deity's divine rank from the number of days it takes to return. If the deity's realm is on a divinely morphic Outer Plane, and the deity is killed there, subtract twice the deity's divine rank from the number of days it takes to return. The return always takes at least one day.

This ability is ineffective if the deity is killed by another deity of equal or higher rank.

Suggested Portfolio Elements: Death, life, undead.

SEE MAGIC

Prerequisites: Magic domain.

Benefit: This ability is similar to a constant *greater arcane sight* spell, except that it covers the whole area the deity can see, and the deity immediately knows the number of auras present along with their locations and strengths. The deity needs to make a Spellcraft check to identify the school of each aura, but most deities with this ability can use Spellcraft as a free action.

Suggested Portfolio Elements: Magic.

SHAPECHANGE

This is an extraordinary ability.

Prerequisites: Divine rank 11, Alter Size salient divine ability, Alter Form salient divine ability.

Benefit: The deity can assume the form of an animal, beast, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or plant. The assumed form must be both living and corporeal. The deity can remain in the assumed form indefinitely, but it resumes its own form if slain.

Notes: This ability works like the Shift Form salient divine ability, except that the deity is not limited to a set number of forms and as noted here.

The deity can use its Alter Size ability simultaneously with this one to become as small as a grain of sand or as large as 1,600 feet in the assumed form's greatest dimension.

The deity can use this ability to create disguises, gaining a bonus of +20 on its Disguise checks.

Suggested Portfolio Elements: Nature, secrets, thieves.

SHIFT FORM

This is an extraordinary ability.

Prerequisites: Divine rank 6, Alter Size salient divine ability, Alter Form salient divine ability.

Benefit: The deity can assume the form of another creature. The forms a deity can assume are limited and vary with each deity. The forms allowed are listed in the deity's description. The deity can remain in the assumed form indefinitely, but it resumes its own form if slain.

Notes: The deity acquires the physical, natural, and extraordinary abilities of the form it has assumed (but not spell-like or supernatural abilities) while retaining its own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, natural weapons (such as claws, bite, swoop and rake, and constriction; but not petrification, breath weapons, energy drain, energy effect, and the like), and similar gross physical qualities (presence or absence of wings, number of extremities, and so on). A body with extra limbs does not allow the deity to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings. The deity's speed is that of the assumed form or the deity's normal speed, whichever is higher.

In general, any part of the body or piece of equipment that is separated from the whole reverts to its original form. However, if the assumed form has an extraordinary ability that allows it to produce a substance or shed part of its body, then this ability also grants that ability.

The deity retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The deity retains its outsider type, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities.

The deity also retains its divine Armor Class bonus and divine qualities and abilities, provided they are not supernatural.

The deity can cast spells for which it has components. It needs a voice like that of a humanoid for verbal components and hands like those of a humanoid for somatic components. Likewise, the deity needs hands to use many of its powers, such as creating objects related to its portfolio.

When the shape shift occurs, the deity's equipment, if any, transforms to match the new form. If the new form is a creature that does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes nonfunctional.

Material components and focuses melded in this way cannot be used to cast spells. If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead creatures), the deity's equipment changes to match the new form and retains its properties.

This ability cannot confer class levels or class abilities.

The deity can change physical qualities such as hair color, hair texture, skin color, and gender. The deity can use this ability to create disguises, gaining a bonus of +15 on its Disguise checks.

The deity can use its Alter Size ability simultaneously with this one to become as small as a grain of sand or as large as 1,600 feet in the assumed form's greatest dimension.

Suggested Portfolio Elements: Nature.

SPEAK WITH CREATURES

Benefit: The deity has the supernatural ability to converse with the specified creature. This ability works like a permanent *speak with animals* or *speak with plants* spell, or like a *tongues* spell that only allows the deity to converse with the specified type of creature.

Notes: A deity can have this ability multiple times, choosing a different type of creature each time.

Suggested Portfolio Elements: Nature.

SPONTANEOUS WIZARD SPELLS

Prerequisites: Divine rank 6, Wizard level 1st, Int 29, Spell Mastery, Arcane Mastery salient divine ability.

Benefit: This ability works like a cleric's ability to cast *cure* spells spontaneously, except that it applies to wizard spells. The deity must have a sufficient Intelligence score and wizard levels to cast the spell.

Notes: The deity still needs a spellbook for its wizard spells unless it also has the Divine Spellcasting ability.

Suggested Portfolio Elements: Knowledge, magic.

STRIDE

Prerequisites: Travel domain.

Benefit: The deity's movement is doubled on the local or overland scales. Also, having this ability means that the deity's height does not limit the distance it can jump.

In addition, the deity can impart extra overland speed to living creatures. The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected. Creatures who receive this boon double their speeds on the local or overland scales.

Suggested Portfolio Elements: Travel.

SUNDER AND DISJOIN

Benefit: If any weapon or item is used against the deity in combat, the deity can destroy it with a touch. Treat a successful touch as a combination of a *disintegrate* spell and a

disjunction spell, both targeted exclusively at the touched item. The save DC for both effects is 19 + the deity's Charisma modifier. An item remains vulnerable to this ability for up to one day after being used against the deity.

Suggested Portfolio Elements: Victory, war.

SUPREME INITIATIVE

This is an extraordinary ability.

Prerequisites: Dex 29, Improved Initiative.

Benefit: The deity goes first in the initiative order, no matter what its initiative result is or what initiative result anyone else in an encounter or battle has.

Notes: Determine initiative normally among any beings who don't have this ability, placing them in order after the deity. The deity can choose to delay or ready an action, just any other being can, and doing so changes the deity's initiative as normal. The deity also can refocus, thereby resuming its position at the beginning of the initiative order.

If two or more deities who have this ability are in the same battle, the deity with the highest divine rank gets the first position in the initiative order, the deity with the second highest rank gets the second position, and so on. Other beings then go in order after the last deity with the Supreme Initiative ability.

If two deities with this ability and the same divine rank are in a battle, make an initiative check for each deity, and the deity with the higher result goes first.

Suggested Portfolio Elements: Agility, thieves, war.

TRUE KNOWLEDGE

Prerequisites: Divine rank 11, Int 40, bardic knowledge or lore class feature and 10th level in the class that grants the ability, Knowledge domain.

Benefit: The deity never fails a bardic knowledge or lore check, no matter how obscure the knowledge involved. The deity speaks and understands all languages. The deity can use *legend lore* and *analyze dweomer* as free actions at will. These actions count against

the deity's maximum number of free actions per round.

Suggested Portfolio Elements: Knowledge.

TRUE SHAPECHANGE

This is an extraordinary ability.

Prerequisites: Divine rank 16, Alter Size salient divine ability, Alter Form salient divine ability, Shapechange salient divine ability.

Benefit: The deity can assume the form of any object or creature. The deity can remain in the assumed form indefinitely, but it resumes its own form if slain.

Notes: This ability works like the Shift Form salient divine ability, except as noted below.

The deity can take any form, living or unliving, corporal or incorporeal. The deity gains the supernatural abilities of the assumed form.

The deity can use this ability to create disguises, gaining a bonus of +20 on its Disguise checks.

The deity can use its Alter Size ability simultaneously with this one to become as small as a grain of sand or as large as 1,600 feet in the assumed form's greatest dimension.

Suggested Portfolio Elements: Nature, secrets, thieves.

UNDEAD MASTERY

Prerequisites: Divine rank 14, Cleric level 17th.

Benefit: The deity can automatically command or destroy any undead creature, as desired, as a free action, though this counts against the normal limit of free actions per round. The deity can do this as often as desired, but it can command no more than one

undead creature per divine rank (regardless of the creatures' Hit Dice) at any one time.

Suggested Portfolio Elements: Death, life, undead.

UNDEAD QUALITIES

Benefit: The deity gains the qualities of the undead type:

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy 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.
- Undead do not breathe, eat, or sleep.

Suggested Portfolio Elements: Death, undead.

WAVE OF CHAOS

Prerequisites: Chaotic alignment.

Benefit: The deity can create a wave of mental force that extends from the deity in a spread with a radius of 10 feet per divine rank. Creatures within the spread must make Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) or

be forced to act unpredictably. This ability works like a *confusion* spell cast by a sorcerer of level 10 + the deity's divine rank.

Suggested Portfolio Elements: Chaos.

WOUND ENEMY

Prerequisites: Base attack bonus +20.

Benefit: The affected weapon deals damage to a creature such that a wound it causes deals 1d6 points of damage per round thereafter in addition to the normal damage from the weapon. Multiple wounds from the weapon result in cumulative bleeding loss (two

wounds for 2d6 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15 + the deity's rank) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on).

Notes: The ability functions only when the deity personally attacks with a physical weapon. The ability works with a ranged weapon, but not if someone else uses the weapon. The deity can apply the ability to any weapon or natural weapon, but not to a

spell, spell-like ability, supernatural ability, or divine ability. A deity can have this ability multiple times, and its effects stack.

Suggested Portfolio Elements: Death, pain, war.

FEATS

Deities can obtain the feats described here, in addition to any standard feats.

BLINDSIGHT,5-FT.RADIUS [GENERAL]

Prerequisites: Base attack bonus +4, Blind-Fight, Wisdom 19.

Benefit: Using senses such as acute hearing and sensitivity to vibrations, you detect the location of opponents who are no more than 5 feet away from you. *Invisibility* and *darkness* are irrelevant, though it you discern incorporeal beings.

DISGUISE SPELL [METAMAGIC]

Prerequisites: Bardic music, Perform 12 ranks.

Benefit: You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components into its music and performances so that others rarely catch you in the act of casting a spell. Like a silent, stilled spell, a disguised spell can't be identified through Spellcraft. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell uses up a spell slot one level higher than the spell's actual level.

DIVINE MIGHT [DIVINE]

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

DIVINE VENGEANCE [DIVINE]

Prerequisites: Ability to turn undead, Extra Turning.

Benefit: You can spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability.

ENERGY SUBSTITUTION [METAMAGIC]

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: You choose one type of energy: acid, cold, electricity, fire, or sonic. When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to use your chosen type of energy instead. The altered spell uses a spell slot of the spell's normal level.

The altered spell works normally in all respects except the type of damage dealt.

Special: You can gain this feat multiple times. Each time the feat applies to a different type of energy.

EXTRA MUSIC [GENERAL]

Prerequisite: Bardic music.

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per level.

Special: You can gain this feat multiple times, adding another four uses of bardic music each time.

EYES IN THE BACK OF YOUR HEAD [GENERAL]

Prerequisites: Base attack bonus +3, Wis 19.

Benefit: Attackers do not gain the usual +2 attack bonus when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to AC, such as when you are flat-footed or when you are the target of a rogue's sneak attack.

FLEET OF FOOT [GENERAL]

Prerequisites: Dex 15, Run.

Benefit: When running or charging, you can make a single direction change of 90 degrees or less. You can't use this feat while wearing medium or heavy armor, or when carrying a medium or heavy load. If you are charging, you must move in a straight line for 10 feet after the turn to maintain the charge.

Normal: Without this feat, you can run or charge only in a straight line.

HOLD THE LINE [GENERAL]

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a chargin opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

JACK OF ALL TRADES [GENERAL]

Prerequisite: You must be at least 6th level.

Benefit: You can use any skill untrained, even those that normally require training.

KNOCK-DOWN [GENERAL]

Prerequisites: Base attack bonus +2, Improved Trip, Str 15.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

PERSISTENT SPELL [METAMAGIC]

Prerequisite: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as *detect magic* or *detect thoughts* to be aware of the mere presence or absence of the things detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot six levels higher than the spell's actual level.

PLANT CONTROL [GENERAL]

Prerequisites: Plant Defiance, ability to cast *speak with plants*.

Benefit: You can rebuke or command plant creatures as an evil cleric rebukes undead. To command a plant, you must be able to speak with it via a *speak with plants* effect, though it may do so mentally if desired. This ability is usable a total number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you rebuke plants.

PLANT DEFIANCE [GENERAL]

Prerequisite: Ability to cast *detect animals or plants*.

Benefit: You can turn (but not destroy) plant creatures as a good cleric turns undead. When determining the result of a turning attempt, treat all destruction results as normal turning. Treat immobile plant creatures as creatures unable to flee. This ability is usable a total number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you turns plants.

POWER CRITICAL [GENERAL]

Prerequisites: Weapon focus (chosen weapon), base attack bonus +4

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

REACH SPELL [METAMAGIC]

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

REPEAT SPELL [METAMAGIC]

Prerequisites: Any other metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your next round of actions. No matter where you are, the secondary spell originates from the same location and affects the same area as the primary spell. If the repeated spell designates a target, the secondary spell retargets the same target if the target is within 30 feet of its original position; otherwise the secondary spell fails to go off. A repeated spell uses up a spell slot three levels higher than the spell's actual level. Repeat Spell cannot be used on spells with a range of touch.

SACRED SPELL [METAMAGIC]

Benefit: Half of the damage dealt by a sacred spell results directly from divine power and is therefore not subject to being reduced by protection from elements or similar magic. The other half of the damage dealt by the spell is as normal. A sacred spell uses up a spell slot two levels higher than the spell's actual level. Only divine spells can be cast as sacred spells.

SHARP-SHOOTING [GENERAL]

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your targets only receive a +2 bonus to Armor class due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally gives a +4 bonus to AC.

Special: A fighter may select Sharp-Shooting as one of his bonus feats.

SUBDUAL SUBSTITUTION [METAMAGIC]

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to deal subdual damage instead of the indicated type of energy damage. The altered spell uses a spell slot of the spell's normal level. The altered spell works normally in all respects except the type of damage dealt.

SUPERIOR EXPERTISE [GENERAL]

Prerequisites: Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC can be any number that does not exceed your base attack bonus.

This feat eliminates the +5 maximum for the Combat Expertise feat.

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DOMAINS AND SPELLS

ARTIFICE DOMAIN

Granted Power: Gain +4 bonus on Craft checks. The character casts conjuration (creation) spells at +1 caster level. (Those with access to both the Artifice and Creation domains cast conjuration [creation] spells at +3 caster level.)

Artifice Domain Spells

- 1 Animate rope
- 2 Wood shape
- 3 Stone shape
- 4 Minor creation
- 5 Fabricate
- 6 Major creation
- 7 Hardening
- 8 True creation
- 9 Prismatic sphere

CHARM DOMAIN

Granted Power: The character can boost his or her Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

Charm Domain Spells

- 1 Charm person
- 2 Calm emotions
- 3 Suggestion
- 4 Emotion
- 5 Charm monster
- 6 Geas/quest
- 7 Insanity
- 8 Demand
- 9 Dominate monster

COMMUNITY DOMAIN

Granted Power: Use *calm emotions* as a spell-like ability once per day. Gain a +2 competence bonus on Diplomacy checks.

Community Domain Spells

- 1 Bless
- 2 Shield other
- 3 Prayer
- 4 Status
- 5 Telepathic bond
- 6 Heroes' feast
- 7 Refuge
- 8 Mass heal
- 9 Miracle

CREATION DOMAIN

Granted Power: Cast conjuration (creation) spells at +2 caster level. (Those with access to both the Artifice and Creation domains cast conjuration (creation) spells at +3 caster level.)

Creation Domain Spells

- 1 Create water
- 2 Minor image
- 3 Create food and water
- 4 Minor creation
- 5 Major creation
- 6 Heroes' feast
- 7 Permanent image
- 8 True creation
- 9 Genesis

DARKNESS DOMAIN

Granted Power: Free Blind-Fight feat.

Darkness Domain Spells

- 1 Obscuring mist
- 2 Blindness
- 3 Blacklight
- 4 Armor of darkness
- 5 Summon monster V (only summons 1d3 shadows)
- 6 Prying eyes
- 7 Nightmare
- 8 Power word, blind
- 9 Power word, kill

GLORY DOMAIN

Granted Power: Turn undead with a +2 bonus on the turning check and +1d6 to the turning damage roll.

Glory Domain Spells

- 1 Disrupt undead
- 2 Bless weapon
- 3 Searing light
- 4 Holy smite
- 5 Holy sword
- 6 Bolt of glory
- 7 Sunbeam
- 8 Crown of glory
- 9 Gate

LIBERATION DOMAIN

Granted Power: The character gains a +2 morale bonus on all saving throws against enchantment spells or effects.

Liberation Domain Spells

- 1 Remove fear
- 2 Remove paralysis
- 3 Remove curse
- 4 Freedom of movement
- 5 Break enchantment
- 6 Greater dispelling
- 7 Refuge
- 8 Mind blank
- 9 Unbinding

MADNESS DOMAIN

Granted Power: The character gains an Insanity score equal to half his or her class level. For spellcasting (determining bonus spells and DCs), the character uses his or her Wisdom score plus his or her Insanity score in place of Wisdom alone. For all other purposes, such as skills and saves, use Wisdom minus Insanity in place of Wisdom.

Once per day, the character can see and act with the clarity of true madness. Use the character's Insanity score as a positive rather than a negative modifier on a single roll involving Wisdom. Choose to use this power before the roll is made.

Madness Domain Spells

- 1 Random action
- 2 Touch of madness
- 3 Rage
- 4 Confusion
- 5 Bolts of bedevilment
- 6 Phantasmal killer
- 7 Insanity
- 8 Maddening scream
- 9 Weird

NOBILITY DOMAIN

Granted Power: The character has the spell-like ability to inspire allies, giving them a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Allies must be able to hear the character speak for 1 round. Using this ability is a standard action. It lasts a number of rounds equal to the character's Charisma bonus and can be used once per day.

Nobility Domain Spells

- 1 Divine favor
- 2 Enthrall
- 3 Magic vestment
- 4 Discern lies
- 5 Greater command
- 6 Geas/quest
- 7 Repulsion
- 8 Demand
- 9 Storm of vengeance

REPOSE DOMAIN

The Repose domain is similar to the Death domain, but is granted by good-aligned deities whose clerics are barred from casting evil spells.

Granted Power: The character may use a *death touch* once per day. The *death touch* is a spell-like ability that is a death effect. The character must succeed at a melee touch attack against a living creature (using the rules for touch spells). When the character touches, roll 1d6 per his or her cleric level. If the total at least equals the creature's current hit points, it dies.

Repose Domain Spells

- 1 Deathwatch
- 2 Gentle repose
- 3 Speak with dead
- 4 Death ward
- 5 Slay living
- 6 Undeath to death
- 7 Destruction
- 8 Surelife
- 9 Wail of the banshee

RUNE DOMAIN

Granted Power: Free Scribe Scroll feat.

Rune Domain Spells

- 1 Erase
- 2 Secret page
- 3 Glyph of warding
- 4 Explosive runes
- 5 Lesser planar binding
- 6 Greater glyph of warding
- 7 Instant summons
- 8 Symbol
- 9 Teleportation circle

SCALYKIND DOMAIN

Granted Power: Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead.

Use this ability a total number of times per day equal to 3 + Charisma modifier.

Scalykind Domain Spells

- 1 Magic fang
- 2 Animal trance†
- 3 Greater magic fang
- 4 Poison
- 5 Animal growth†
- 6 Eyebite

7 Creeping doom (composed of tiny snakes)

8 Animal shapes†

9 Shapechange

†Affects ophidian or reptilian creatures only.

WEATHER DOMAIN

Granted Power: Survival is a class skill.

Weather Domain Spells

1 Obscuring mist

2 Fog cloud

3 Call lightning

4 Sleet storm

5 Ice storm

6 Control winds

7 Control weather

8 Whirlwind

9 Storm of vengeance

NEW SPELLS

Armor Of Darkness

Abjuration [Darkness]

Level: Darkness 4

Components: V, S , D F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The spell envelops the warded creature in a shroud of shadows. The shroud can, if the caster desires, conceal the wearer's features. In any case, it grants the recipient a +3 deflection bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8). The subject can see through the armor as if it did not exist and is also afforded darkvision with a range of 60 feet. Finally, the subject gains a +2 bonus on saving throws against any holy, good, or light spells or effects. Undead creatures that are subjects of *armor of darkness* also gain +4 turn resistance.

Blacklight

Evocation [Darkness]

Level: Darkness 3, Sor/Wiz 3

Components: V, S , M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

The caster creates an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but the caster can see normally within the blacklit area. Creatures outside the spell's area, even the caster, cannot see through it.

The spell can be cast on a point in space, but the effect is stationary cast on a mobile object. A character can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level. The 3rd-level cleric spell *daylight* counters or dispels *blacklight*.

Bolt Of Glory

Evocation [Good]

Level: Glory 6

Components: V, S , D F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell projects a bolt of energy from the Positive Energy Plane against one creature. The caster must succeed at a ranged touch attack to strike the target. A creature struck suffers varying damage, depending on its nature and home plane of existence:

Creature's Origin/Nature	Damage	Maximum Value
Material Plane, Elemental Plane, neutral outsider	1d6/2 levels	7d6
Negative Energy Plane, evil outsider, undead creature	1d6/level	15d6
Positive Energy Plane, good outsider	—	—

Bolts Of Bedevilment

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: One action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants the caster the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds. The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

Crown Of Glory

Evocation

Level: Glory 8

Components: V, S , M, D F

Casting Time: 1 full round

Range: Personal

Area: 120-ft.-radius emanation centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster is imbued with an aura of celestial authority, inspiring awe in all lesser creatures.

The caster gains a +4 enhancement bonus to his or her Charisma score for the duration of the spell. All creatures with fewer than 8 HD or levels cease whatever they are doing and are compelled to pay attention to the caster. Any such creature that wants to take hostile action against the caster must make a successful Will save to do so. Any creature that does not make this saving throw the first time it attempts a hostile action is *enthralled* for the duration of the spell (as the *enthall* spell), as long as it is in the spell's area, nor will it try to leave the area on its own. Creatures with 8 HD or more may pay attention to the caster, but are not affected by this spell.

When the caster speaks, all listeners telepathically understand him or her, even if they do not understand the language. While the spell lasts, the caster can make up to three suggestions to creatures of fewer than 8 HD in range, as if using the *mass suggestion* spell (Will save negates); creatures with 8 HD or more aren't affected by this power. Only creatures within range at the time a *suggestion* is given are subject to it.

Material Component: worth at least 200 gp.

Genesis

Conjuration (Creation)

Level: Creation 9

Components: V, S , M, X P

Casting Time: 1 week (8 hours/day)

Range: 180 ft.

Effect: A demiplane on the Ethereal Plane centered on your location

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell creates an immobile, finite plane with limited access—a demiplane.

Demiplanes created by this power are very small, minor planes. A character can cast this spell only on the Ethereal Plane.

When he or she casts it, a local density fluctuation precipitates the creation of a demiplane. At first, the demiplane grows at a rate of a 1-foot-radius per day to an initial maximum radius of 180 feet as the fledgling plane draws substance from surrounding ethereal vapors and protomatter or astral ectoplasm.

The character determines the environment in the demiplane when he or she first casts *genesis*, reflecting most any desire he or she can visualize. The caster determines factors such as atmosphere, water, temperature, and the shape of the general terrain. However, the spell cannot create life, nor can it create construction. If desired, these must be brought in by some other fashion.

Once the basic demiplane reaches its maximum size, the character can continue to cast this spell to enlarge the demiplane if he or she is inside the boundaries of the demiplane. In such a case, the radius of the demiplane increases by 60 feet for each subsequent casting.

If the spell is cast again while outside an existing demiplane, the casting creates a separate bubble that does not touch or overlap any previously created demiplane.

XP Cost: 5,000 XP.

Hardening

Transmutation

Level: Sor/Wiz 6, Artifice 7

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One item of a volume no greater than 10 cu. ft./level

(see text)

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes (object)

This spell increases the hardness of materials. For every two caster levels, increase by 1 the hardness of the material targeted by the spell. This hardness increase improves only the material's resistance to damage. Nothing else is modified by the improvement.

The *hardening* spell does not in any way affect resistance to other forms of transformation.

This spell affects up to 10 cubic feet per level of the spellcaster.

If cast upon a metal or mineral, the volume is reduced to 1 cubic foot per level.

Maddening Scream

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8, Madness 8

Components: V

Casting Time: One action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject cannot keep him or herself from behaving as though completely mad. This spell makes it impossible for the victim to do anything other than race about caterwauling.

The effect worsens the Armor Class of the creature by 4, makes Reflex saving throws impossible except on a roll of 20, and makes it impossible to use a shield.

Rage

Enchantment

Level: Madness 3

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The caster can put a creature into a blood frenzy. In this rage, the creature gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. (Unlike a barbarian rage, no penalty to AC is suffered, and no fatigue period occurs after the rage is over.)

Surelife

Abjuration

Level: Repose 8

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/2 levels

This spell allows the caster to protect him or herself against some condition that would ordinarily cause certain death. The character can only protect him or herself against a natural occurrence or condition, not against a spell or the action of a creature. The character must specify the condition against which he or she wishes to protect him or herself, and the spell is effective only against that condition. Should the character be subjected to that condition during the duration of the spell, he or she feels no discomfort and takes no damage from the condition. However, the spell does not protect any items carried on the caster's person. At the end of the spell's duration, the condition has full normal effects if the character is still subjected to it.

Touch Of Madness

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed subject is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

True Creation

Conjuration (Creation)

Level: Creation 8

Components: V, S , M, X P

Casting Time: 10 minutes

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving matter, up to

1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster creates a nonmagical, unattended object of any sort of matter. Items created are permanent and cannot be negated by dispelling magics or negating powers. For all intents and purposes, these items are completely real. The volume of the item created cannot exceed 1 cubic foot per caster level. The caster must succeed at an appropriate skill check to make a complex item.

Unlike the items brought into being by the lower-level spells *minor creation* and *major creation*, objects created by the casting of *true creation* can be used as material components.

XP Cost: The item's gold piece value in XP, or a minimum of 1 XP, whichever is more.

Undeath To Death

Necromancy

Level: Sor/Wiz 6, Clr 6, Repose 6

Components: V, S , M, D F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several undead creatures within a 50-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Undeath to death snuffs out the animating forces of undead creatures, killing them instantly. The spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those closest to the point of origin of the burst are affected first.

Material Component: worth at least 500 gp.

DIVINE MINIONS

All types of beings may serve deities. In general, a deity only accepts minions who have accomplished some great deed in service to the deity. Such minions usually have the same alignment as the deity. No minion's alignment is opposed to the patron deity's alignment on either the law–chaos axis or the good–evil axis.

Proxies

A divine proxy speaks and acts on behalf of the divine being. When the demand for a deity's presence is too high, the deity may use proxies.

Proxies are divine minions invested with a small portion of the deity's power. A deity may invest 1 rank of its power (reducing its divine rank accordingly) in a single servant for as long as the deity chooses. The minion must be physically present for the deity to perform the investiture. While so invested, the proxy gains any salient divine abilities held by the patron deity as well as the powers and abilities of a rank 1 demigod. Without the requisite ability scores or divine ranks, the proxy may not be able to use all those powers and abilities. A deity may have more than one proxy, but it must lose 1 divine rank for each proxy it invests. A deity can retrieve a single divine rank as a standard action, and doing so it does not require the physical presence of the proxy.

Petitioners

Some spirits demonstrate their devotion to their deity by traveling to the deity's home plane. Those that survive the journey across the planes become servants of their deity. While a few may remain disembodied spirits, most become petitioners through the divine will of their patron deity.

In general, petitioners appear in the form that they had when they died, though they may be remade by deities to fit the nature of their particular afterlife. In general, petitioners who become divine servants are creatures that originally had at least 1 Intelligence and 1 Wisdom.

The following creature types may become petitioners depending on the deity: aberrations, animals, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, and plants, oozes, and vermin with sufficient ability scores. Constructs and undead are not usually made into petitioners, though the spirits of their original forms may be. Elementals and outsiders tend to meld with their native planes, and as such do not become petitioners. Their spirits may still be called back from the dead, however.

The template presented below is for NPCs, not player characters. If dead characters who are petitioners are later restored to life (once again becoming player characters), they forget any of their experiences as petitioners.

Creating a Petitioner

"Petitioner" is a template that may be added to any creature as determined by the nature of the campaign (referred to hereafter as the base creature). The creature's type changes to outsider, and the creature uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to 2d8. Retain bonus hit points.

AC: Natural Armor Class, Dexterity, and size bonuses or penalties apply. Armor bonuses are not applicable.

Attacks: Base attack bonus is reduced to +2, subject to modifications for size and Strength.

Special Attacks: A petitioner loses all supernatural and spell-like attacks, but retains normal and exceptional attacks.

Special Qualities: A petitioner loses all supernatural and spell-like abilities, but retains exceptional abilities. In addition, it gains the following qualities.

Mental Immunity: All petitioners are immune to mind-affecting effects.

Other Immunities: Depending on its nature, the petitioner is immune to two of the following effects: acid, cold, electricity, fire, poison, petrifaction, or polymorphing. These immunities are applied similarly to all petitioners of a particular plane or deity.

Resistances: Depending on the nature of the petitioner's plane, the petitioner gains resistance 20 against two of the following effects: acid, cold, electricity, or fire.

Planar Commitment: Petitioners cannot leave the plane they inhabit. They are teleported one hundred miles in a random direction if an attempt is made to force them to leave.

Additional Special Qualities: Particular planes may provide additional benefits for petitioners of those planes. Typical additional special qualities may include any one of the following.

- Damage reduction 5/silver and spell resistance 5.
- Continuous magic circle against evil.
- Fast healing 1.
- Damage reduction 10/magic.

- Spell resistance 10.
- Additional 2d8 Hit Dice.
- Remove all immunities and resistances except immunity to mind-affecting effects. Add acid, cold, electricity, fire, and poison resistance 5.

Such modifications are the result of the nature of the plane or the powerful beings within it.

Saves: Base saving throw bonuses are +3.

Abilities: Same as the base creature. Some cosmologies or deities may set a maximum of 18 for petitioner ability scores. Abilities higher than that are reduced to the maximum.

Skills: Petitioners have no skills. Previous skills are lost.

Feats: Petitioners have no feats. Previous feats are lost.

Climate/Terrain: Any land and underground (within the same plane).

Organization: Same as the base creature.

Challenge Rating: 1.

Treasure: None.

Alignment: Same as the native plane.

Advancement: None.

Exceptional Petitioners

The deities may choose particular servants for specific tasks that may retain the knowledge of their previous selves. These exceptional petitioners retain the feats and skills they had in life, but are otherwise limited as for the petitioners of their plane.